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The following projector manual has not been modified or altered in any way.

**PLUS**

User's Manual

**HE-3200**

**English**

# Important Safety Information

Please read this manual carefully before using the projector and keep the manual handy for future reference.

**CAUTION**

RISK OF ELECTRIC SHOCK  
DO NOT REMOVE SCREWS  
EXCEPT SPECIFIED USER  
SERVICE SCREW.




**CAUTION:** TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



This symbol warns the user that uninsulated voltage within the unit may have sufficient magnitude to cause electric shock. Therefore, it is dangerous to make any kind of contact with any part inside of this unit.



This symbol alerts the user that important literature concerning the operation and maintenance of this unit has been included. Therefore, it should be read carefully in order to avoid any problems.

The above cautions are given on the bottom of the product.

**CAUTION**



To turn off main power, be sure to remove the plug from the power outlet.  
The power outlet socket should be installed as near to the equipment as possible, and should be easily accessible.

**WARNING**



TO PREVENT FIRE OR SHOCK HAZARDS, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE. ALSO DO NOT USE THIS UNIT'S POLARIZED PLUG WITH AN EXTENSION CORD RECEPTACLE OR OTHER OUTLETS, UNLESS THE PRONGS CAN BE FULLY INSERTED. REFRAIN FROM OPENING THE CABINET AS THERE ARE HIGH-VOLTAGE COMPONENTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

## DOC compliance Notice

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

## WARNING

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorientate or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## Turning ON or OFF Main Power

Make all hookups before turning on the main power.

**To turn on the main power:**

Press the POWER switch down until it is in the depressed position.



*Light in orange*



**Main power ON**

*On condition*

**To turn off the main power:**

Press the POWER switch until it is in the protruded position.



*Indicator OFF*



**Main power OFF**

*Off condition*

## Installation

- \* Allow at least 10 cm (3.9 inch) of space between the projector top panel and its surroundings. Also allow at least 10 cm (3.9 inch) of other spaces around the projector.
- \* The projector should be placed on a flat, level surface and in a dry area free from dust and moisture.
- \* The projector should always be handled with care. Dropping or jarring the projector could damage internal components.
- \* If you wish to have the projector installed on the ceiling do not attempt to install the projector yourself. The projector must be installed in accordance with any local building codes by qualified technicians in order to ensure proper operation and reduce the risk of bodily injury.
- \* Do not place this product near water, near a bathtub, in a wet basement or near a swimming pool and the like.

## Power supply

- \* The projector is designed to operate on a power supply of 100-240V AC, 50/60Hz. Ensure that your power supply fits this requirement before attempting to use your projector.
- \* Handle the power cable carefully and avoid excessive bending. A damaged cord can cause electric shock or fire.
- \* If the projector is not be used for an extended period of time, disconnect the plug from the power outlet. Do not unplug the power cable from the wall outlet under the following circumstances, doing so may cause damage to the projector:

## Cleaning

- \* Unplug the projector before cleaning.
- \* Use a blower or lens paper to clean the lens, and be careful not to scratch or mar the lens.

## Lamp Replacement

Be sure to replace the lamp when the message "Replace The Lamp" appears on the screen. If you continue to use the lamp after 1100 hours of usage, the lamp will not turn on. To replace the lamp, follow all instructions on page E-46.

## Fire and Shock Precautions

- \* The openings should never be covered or blocked by placing the product on a bed, sofa, rug, or other similar surface.
- \* Prevent foreign objects such as paper clips and bits of paper from falling into the projector. Do not attempt to retrieve any objects that fell into the projector.
- \* Do not insert any metal objects such as a wire or screwdriver into the projector. If something should fall into the projector, immediately disconnect the power cord from the projector and have the object removed by a qualified service person.
- \* Do not place any liquids on top of the projector.

**Do not look into the lens while the projector is on. Serious damage to your eyes could result.**

# IMPORTANT SAFETY INSTRUCTIONS

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**1) Read these instructions.**

All the safety and operating instructions should be read before the product is operated.

**2) Keep these instructions.**

The safety and operating instructions should be retained for future reference.

**3) Heed all warnings.**

All warnings on the product and in the operating instructions should be adhered to.

**4) Follow all instructions.**

All instructions should be followed.

**5) Do not use this apparatus near water.**

Do not use this product near water, near a bathtub, in a wet basement or near a swimming pool and the like.

**6) Cleaning**

Clean only with dry cloth.

**7) Ventilation**

Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.

**8) Heat**

Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

**9) Grounding or Polarization**

Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

**10) Power-Cable Protection**

Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

**11) Attachments/Accessories**

Only use attachments/accessories specified by the manufacturer.

**12) Transportation**

Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.



**13) Lightning**

Unplug this apparatus during lightning storms or when unused for long periods of time.

**14) Servicing**

Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

# Major Features

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## High Image Quality

Use of a Digital Micromirror Device (DMD™) chip that is based on Texas Instrument's Digital Light Processing (DLP™) technology enables images of high contrast and high detail.

- DLP technology gives rise to devices that exhibit high response speed, which in turn enables excellent moving picture characteristics and smooth images.
- Use of a high-performance progressive scan converter provides reproduction of film-like images.
- Built-in color filters of high purity permit the reproduction of vivid color images.

## Quiet Design

PLUS Vision Corporation's quiet design technology has resulted in a great reduction of fan noise which allows quiet performance that doesn't interfere with the enjoyment of movie watching in an indoor environment.

## Installation Flexibility

The compact design (of about B5 paper size: 182 x 257 mm / 7.2 x 10.1 inch) and mere 2 kg / 4.4 lbs weight has resulted in a projector that can be carried anywhere indoors for room-to-room portability.

\* Digital Light Processing, DLP, Digital Micromirror Device and DMD are trademarks of Texas Instruments Incorporated.

\* DLP technology is the combination of DLP technology and digitally control DMD™, super micro electronic components which replace LCD technology.

\* VGA and XGA are trademarks or registered trademarks of International Business Machines Corporation in the USA.

\* S-VGA is a registered trademark of Video Electronics Standards Association.

\* TMDSI is a trademark of Silicon Image, Inc.

All company and/or product names are trademarks and/or registered trademarks of their respective manufacturers.

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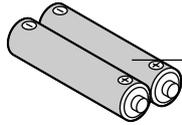
# Accessories Check

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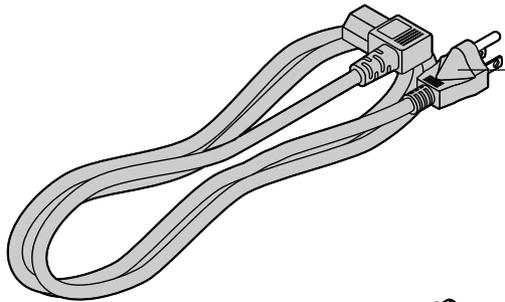
Remove the main unit and the accessories from the box and check that the following items are included. Should an accessory be missing, please contact your store of purchase.



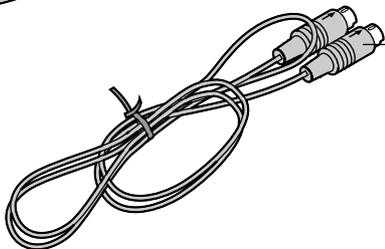
**Remote control × 1**  
Controls the projector.



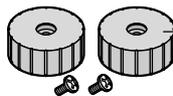
**AA Batteries × 2**  
These batteries are for the remote control. Insert the batteries at time of purchase.  
See → Page E-11.



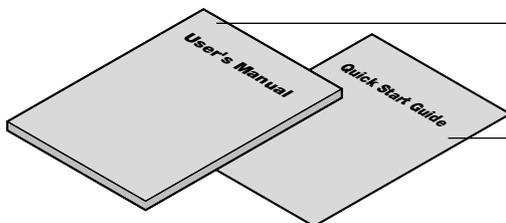
**Power cable (1.8 m / 5.9 feet)**  
This power cord supplies power to the unit. See → Page E-16 about connections.



**S-Video cable (3 m / 9.8 feet) No. 771709100**  
This cable is used when the output connector of the equipment to be connected is an S-video connector. Connections are described on → Page E-17.



**Adjuster × 2 / Screw × 2**  
The adjusters and screws are required for fine vertical adjustment of the projector.  
See → Page E-9 for attachment and Page E-22 for adjustment.



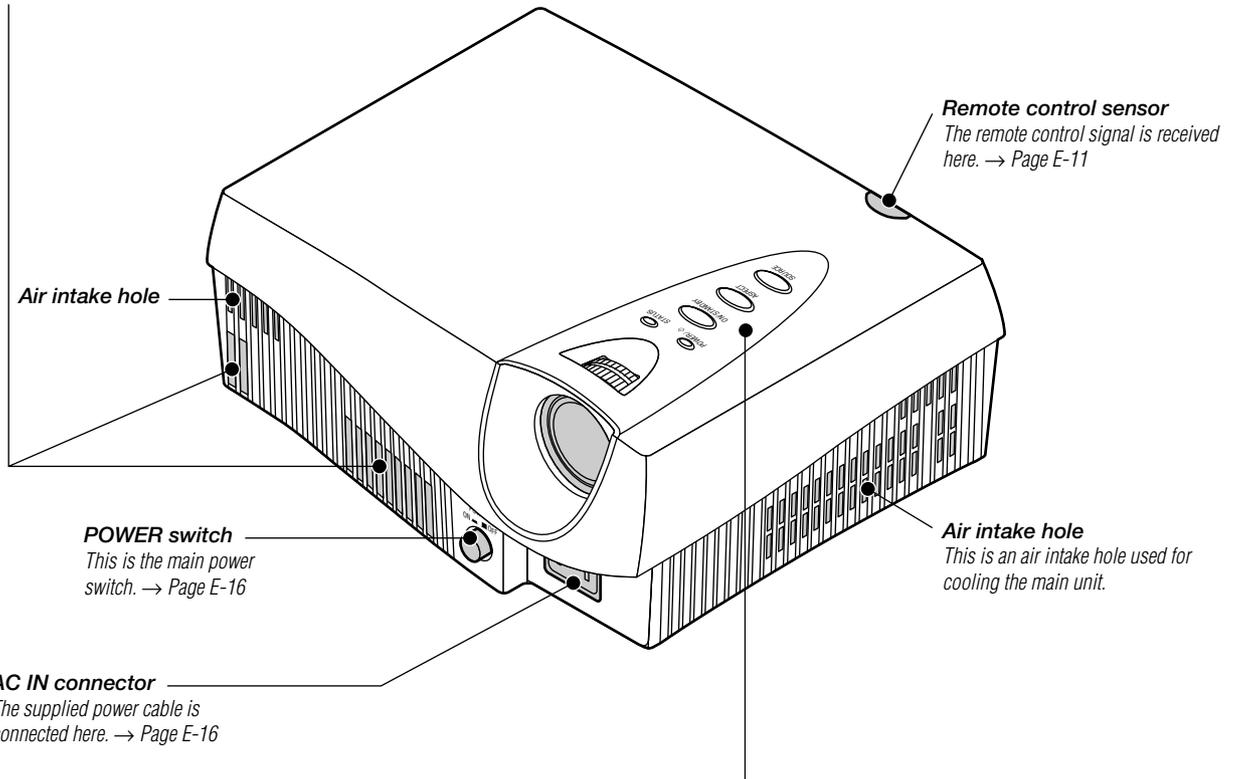
**Users Manual × 1**  
Includes information about handling of the projector, the operation method, and precautions.

**Quick Start Guide × 1**  
Consolidates the procedures from setup to projecting the picture.

# Names of the Main Unit Parts

**Attention!**  
 Pay special attention to the ventilation outflow holes. The heat from the lamp is discharged from the ventilation outflow holes.

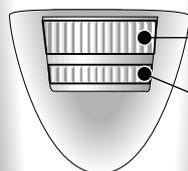
**Ventilation outflow holes**  
 These ventilation outflow holes used for cooling the main unit and discharge the heat of the lamp.



**POWER/ ⏻ (STANDBY) indicator**  
 On and Standby operation modes are indicated when this indicator is flashing green or lit orange. The indicator is not lit when the POWER switch is "off." → Page E-21

**ASPECT button**  
 This button selects the aspect ratio (i.e., the ratio of screen width and height) of the input video. → Page E-23

**SOURCE button**  
 This button selects the input signal of the main unit that will be used for the connections. → Page E-23



**FOCUS ring**  
 This adjusts the focus of the projected picture. → Page E-22

**ZOOM ring**  
 This adjusts the size of the projected picture. → Page E-22



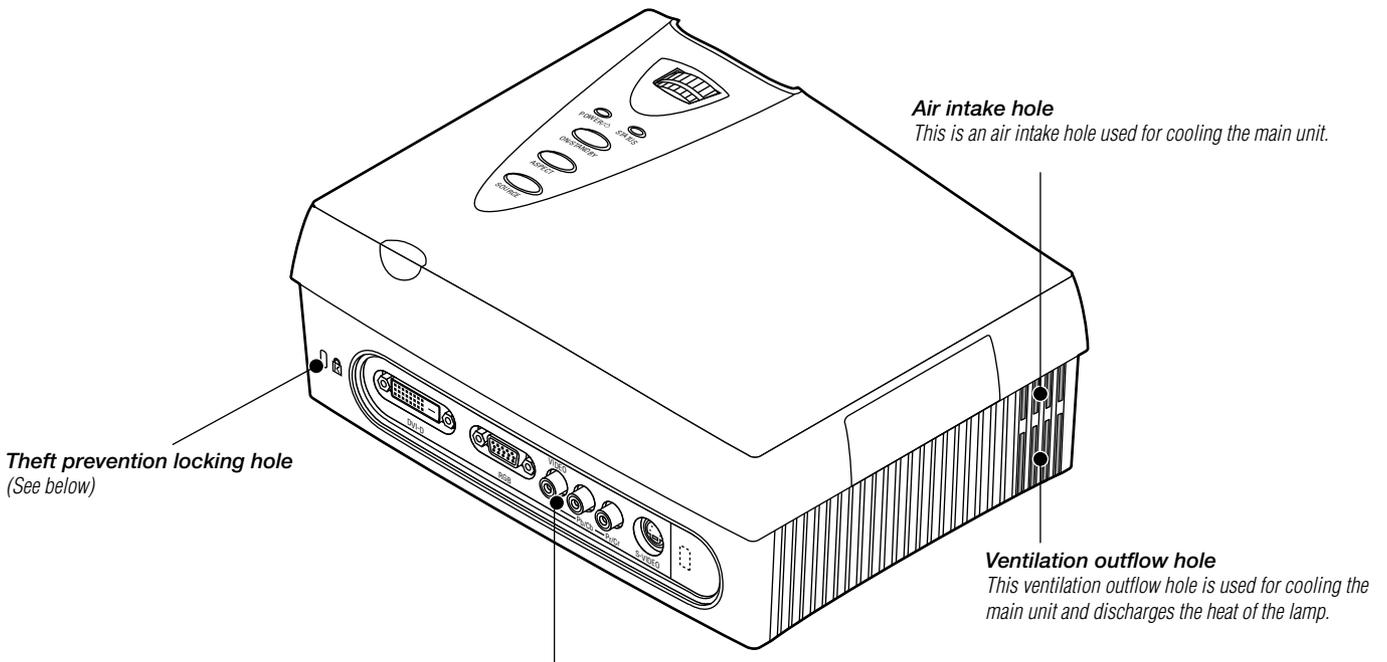
**STATUS indicator**  
 Lit/flashing serve to indicate the main unit temperature, lamp, lamp cover, lamp cartridge, and fan conditions. → Page E-45



**ON/STANDBY button**  
 This button is used to switch ON the power and set the unit to the STANDBY mode. → Page E-21



**Names of the Main Unit Parts**

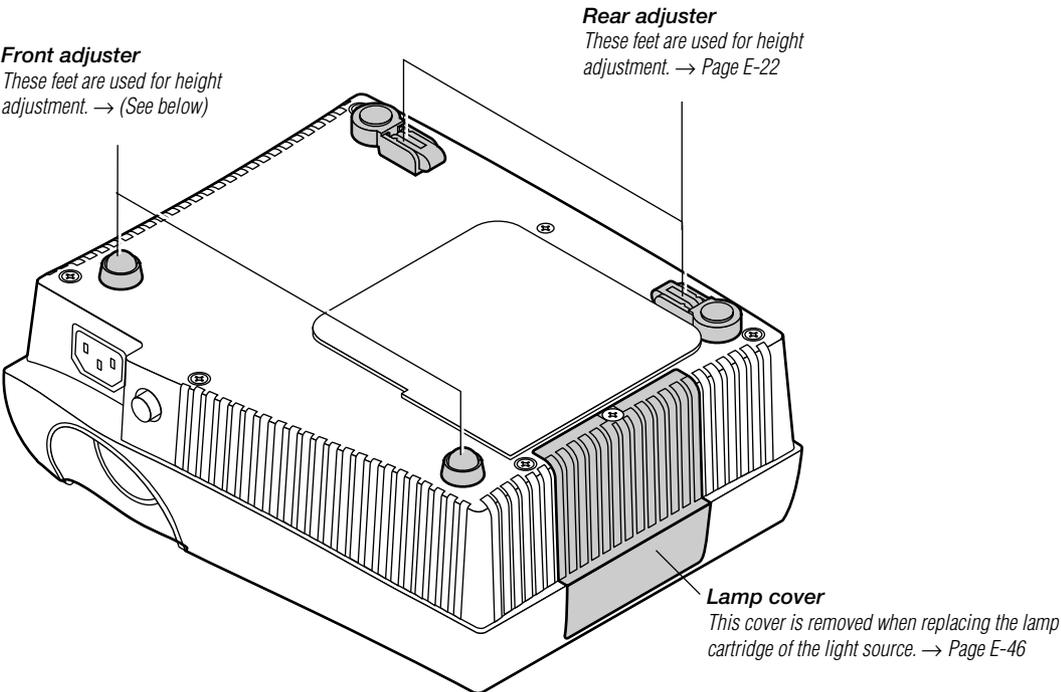


<p><b>DVI-D connector</b> This is connected with the (24-pin) DVI-D output connector of the equipment to be connected. → Page E-19</p>	<p><b>VIDEO connector</b> This is connected with the VIDEO output connector of the equipment to be connected. → Page E-17</p>	<p><b>S-VIDEO connector</b> This is connected with the S-VIDEO output connector of the equipment to be connected. → Page E-17</p>
<p><b>RGB Connector</b> This is connected with the RGB output connector (mini D-Sub 15 pin) of the equipment to be connected. → Page E-17</p>	<p><b>YPbPr/YCbCr Connector</b> This is connected with the YPbPr output connector or YCbCr output connector of the equipment to be connected. → Page E-18</p>	<p><b>CTRL connector</b> This connector is for service personnel only. (A seal is applied prior to shipping from the factory.) End users should not use this connector. Doing so by end users may cause breakdown.</p>

**Theft Prevention Lock**



The theft prevention lock is supported by the Micro Saver Security System manufactured by Kensington Technology Group.



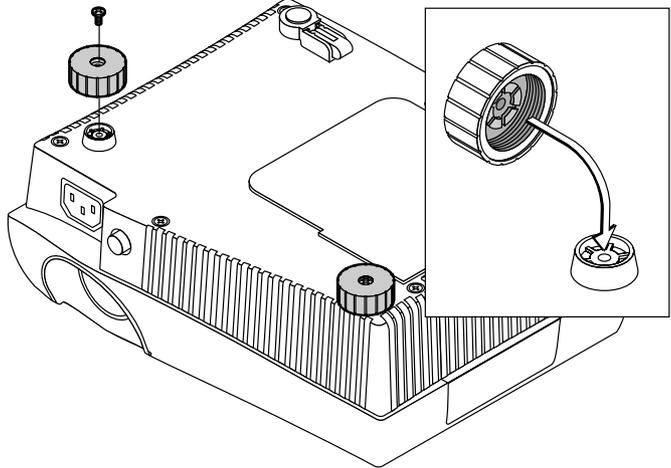
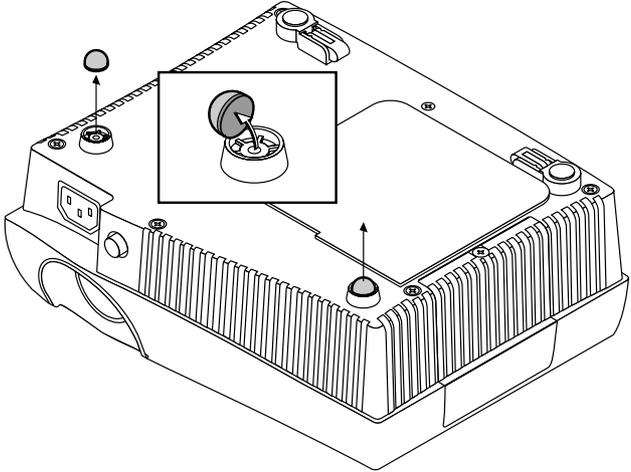
**Attaching the Supplied Adjusters**

The supplied adjusters are required for vertical adjustment of the projector.  
See → Page E-22 about "Using the Adjusters"

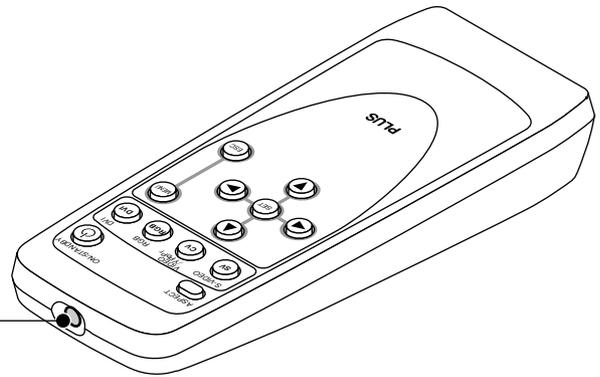
- 1. Remove a rubber pad of each front foot.

**Note:** The rubber pads are bonded. Being careful not to mar the plastic part of the front feet, remove the rubber pads.

- 2. After putting projections on the back of the supplied adjuster into depressions of the front feet, tighten the screws.



# Names of the Remote Control Parts



**Remote control transmitter**  
The infrared signal is sent from this part.

**ASPECT button**

This button selects the vertical and horizontal ratio of the screen of the input video. → Page E-23

**These buttons are used for the selection of the input.**

For further information about input selection, see → Page E-23

**S-VIDEO button**

This switches the input to the S-VIDEO signal.

**VIDEO/YPbPr button**

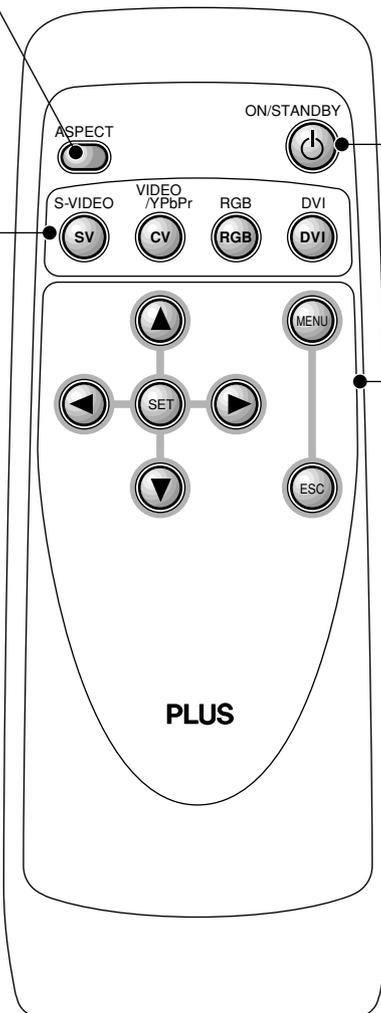
This switches the input to the VIDEO, YCbCr, or YPbPr signal.

**RGB button**

This switches the input to the RGB signal.

**DVI button**

This switches the input to the DVI-D signal.



**ON/STANDBY button**

This button is used to switch ON the power and set the unit to the STANDBY mode. → Page E-21

**These buttons are used for menu operations.**

→ Page E-28 "Using the On-Screen Menu"

**MENU button**

This is used in the selection of the menu name when displaying the menu on the projection screen.

**ESC button**

This is used when closing the menu.

**SET button**

This is used to set the menu items. Automatic adjustment of the RGB input signal is performed when the menu is closed.

**Cursor buttons (◀▶▲▼)**

These are used in the selection of the menu name, item name, and contents.

**Note: Handling of the Remote Control**

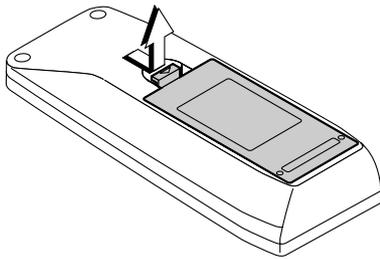
- \* Do not drop the remote control or handle it inappropriately.
- \* Do not expose the remote control to water or other liquids. Should the remote control become wet, wipe it dry immediately.
- \* Try to avoid use in hot and/or humid locations.
- \* Remove the batteries from the remote control when it is not going to be used for a long period.
- \* Some operations (such as menu operations) are available only through the use of the remote control and attention should be given to its careful use.

# Preparing the Remote Control

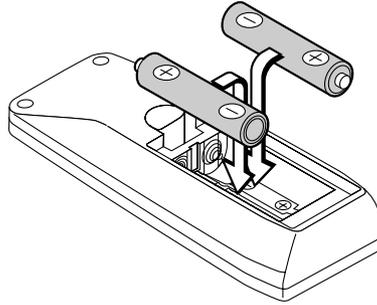
## Inserting the Batteries

When using the remote control for the first time, install the batteries that were supplied. When replacing batteries, purchase two of the same type of AA battery.

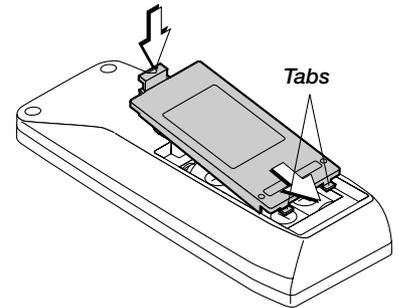
**1** Press and at the same time lift the battery case cover at the rear of the remote control to remove it.



**2** Follow the markings on the inside of the case and insert the batteries in the correct plus (+) and minus (-) directions.

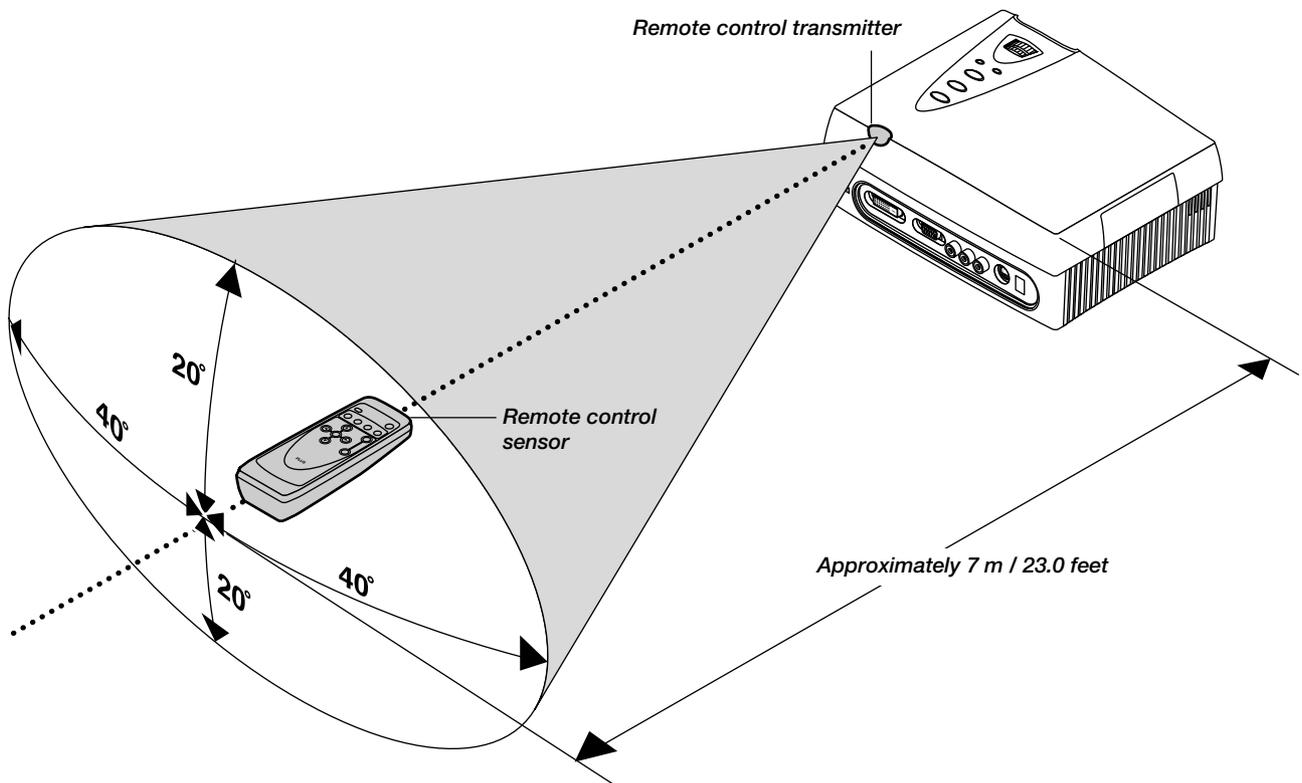


**3** First insert the tabs of the battery case cover, then press it closed.



## Remote Control Range

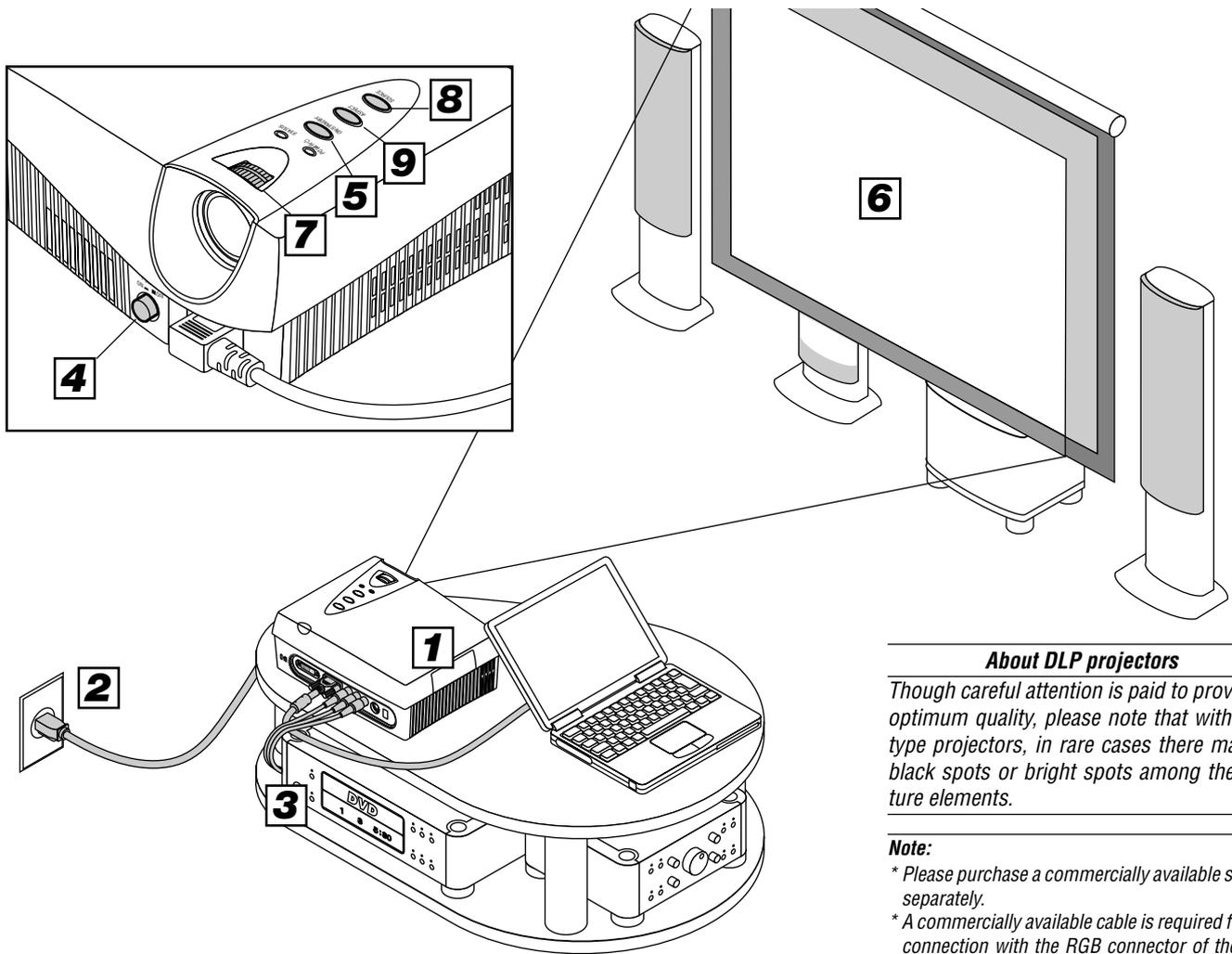
Point the remote control toward the remote control sensor located at the rear of the main unit and operate. The range over which the main unit will receive the remote control signal is roughly as follows: within 20° above and 20° below a line perpendicular with respect to the sensor and within 40° to the left and 40° to the right. The transmission range is about 7 m / 23.0 feet.



### Note:

- \* Exposure of the main unit's remote control sensor or the remote control transmitter to bright light or the obstruction of the signal by an obstacle located in the pathway may prevent operation.
- \* The remote control will not function when the batteries are exhausted.

# The Procedure Up to Projecting to the Screen



## About DLP projectors

Though careful attention is paid to providing optimum quality, please note that with DLP type projectors, in rare cases there may be black spots or bright spots among the picture elements.

### Note:

\* Please purchase a commercially available screen separately.

\* A commercially available cable is required for the connection with the RGB connector of the personal computer and an optional cable (Order code 27-060) is required for the connector with the DVI-D connector.

\* An optional cable (Order code 27-062) is required for the connection of a DVD player or high definition video equipment with the YPbPr/YCbCr connector.

\* A commercially available video cable is required for the connection of video equipment with the VIDEO connector.

\* Please refer to the various manuals of the audio system for information about audio system connections.

**1** **Position the projector** → Page E-13 "Projection Distance and Screen Size"  
Determine the locations to place the screen and the projector.

**2** **Connecting the power cable** → Page E-16 "Power Cord Connections"

**3** **Connect the video equipment and personal computer**  
Connect your equipment to the projector.  
→ Page E-17 "Connections with VIDEO and S-VIDEO Connectors"  
→ Page E-18 "Connections with YCbCr Connectors (COMPONENT)"  
→ Page E-19 "Connections with RGB and DVI-D Connector"

**4** **Switching on the main power** → Page E-21 "Turning ON or OFF Main Power"

**5** **Switching on the power** → Page E-21 "Turning ON or OFF Power"

**6** **Properly adjust the projection image to the screen** → Page E-22 "Projection Screen Position Adjustment"

**7** **Properly adjust the screen size and focus** → Page E-22 "Adjustment of Screen Size and Focus"

**8** **Selecting input equipment** → Page E-23, 26 "Input Selection"

**9** **Selecting the vertical and horizontal aspect of the picture (i.e., the ratio of screen width and height)**  
→ Page E-23, 27 "Selection of Aspect Ratio (i.e., Ratio of Screen Width to Screen Height)"

# Placement Guide

Use this information as a guide to find the rough screen size when the projector is placed at a certain location, or to find out the approximate size of a screen that will be required.

The projection distance over which focussing is adjustable is 1.2 m (3.9 feet) to 7.6 m (24.9 feet) from the lens surface of the main unit. The projector should be placed within this range.

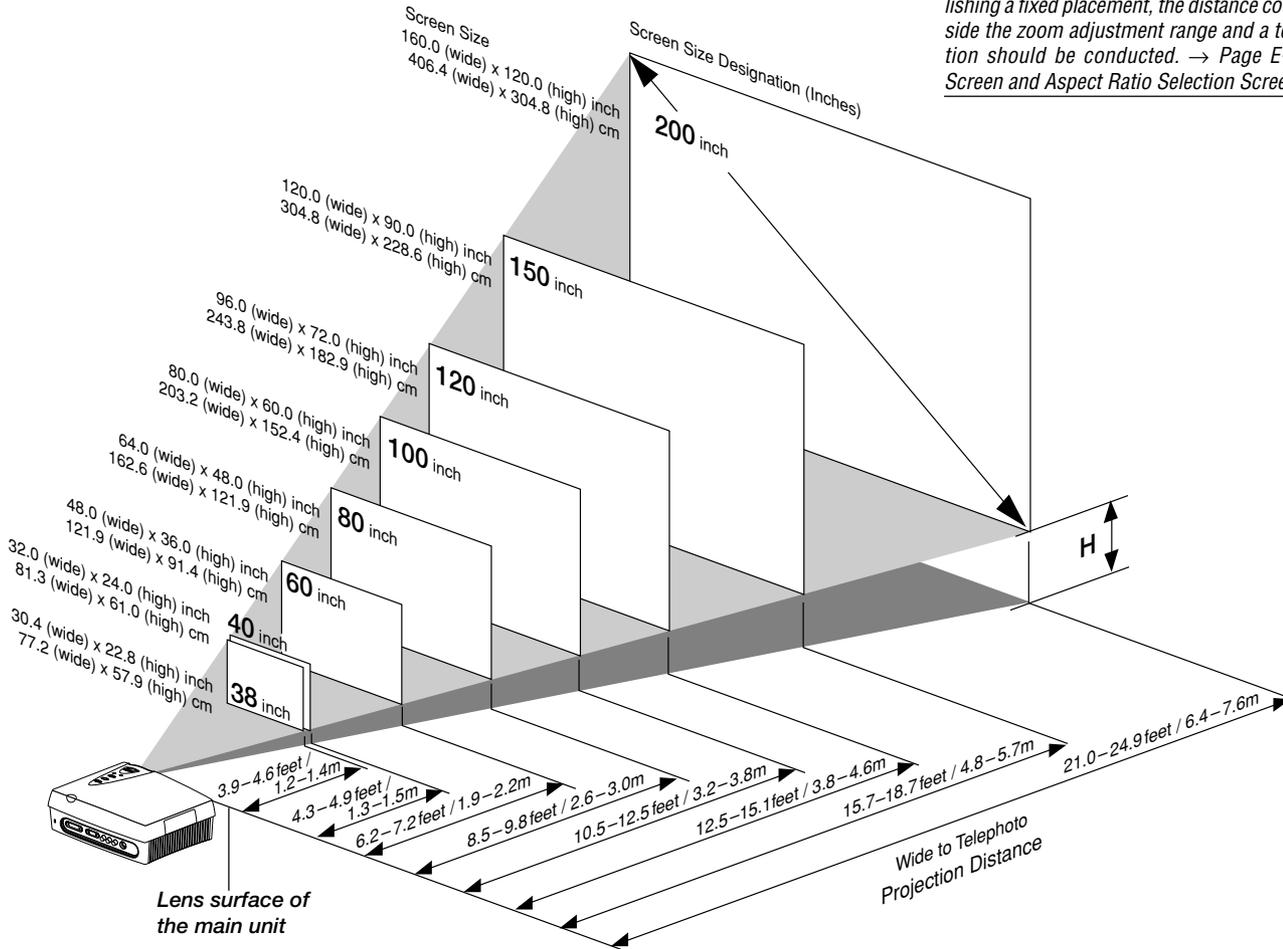
## 1 Projection Distance and Screen Size

### Screens with 4:3 Aspect Ratio (at an output size of 800 x 600)

This projection screen aspect ratio supports multiple uses.

The screen is placed within the projection distance range that corresponds to the screen size designation. Within this range, the screen size can be adjusted with the zoom ring.

*Note: This is the projection distance (at an output size of 800 x 600) for aspect ratio settings of "Full" or "Auto." The projection distance will differ when "Thru" or other settings have been selected and the image is projected to fill the screen. When establishing a fixed placement, the distance could be outside the zoom adjustment range and a test projection should be conducted. → Page E-24 "Input Screen and Aspect Ratio Selection Screen"*



#### H dimension: Height from center of projector lens to bottom edge of screen.

200 inch: 23.9 inch/60.6 cm	150 inch: 17.9 inch/45.5 cm	120 inch: 14.3 inch/36.4 cm	100 inch: 11.9 inch/30.3 cm
80 inch: 9.6 inch/24.3 cm	60 inch: 7.2 inch/18.2 cm	40 inch: 4.8 inch/12.1 cm	38 inch: 4.5 inch/11.5 cm

#### Note:

- \* Determine the screen size after checking the height and width of the room in which the screen will be installed as well as checking that there are no obstacles located in the path between the lens and the screen.
- \* The larger the screen size becomes, the darker the image will be. Placing the projector to the rear of the screen to project the image will require the use of a translucent type screen.
- \* The height from the feet of the main unit to the center of the lens is 7.2 cm (2.8inch).
- \* There is a tolerance of ±5% due to design values.

#### Attention!

- Do not install in location that will reach high or low temperatures. (Operation temperature: within 5°C (41°F) to 35°C (95°F))
- To raise the projection screen position, place the unit on a stable and strong support.
- Make efforts to ensure that sunlight or room illumination does not strike the screen. The more such extraneous light is shielded, the higher the contrast and more attractive the image that will be obtained.

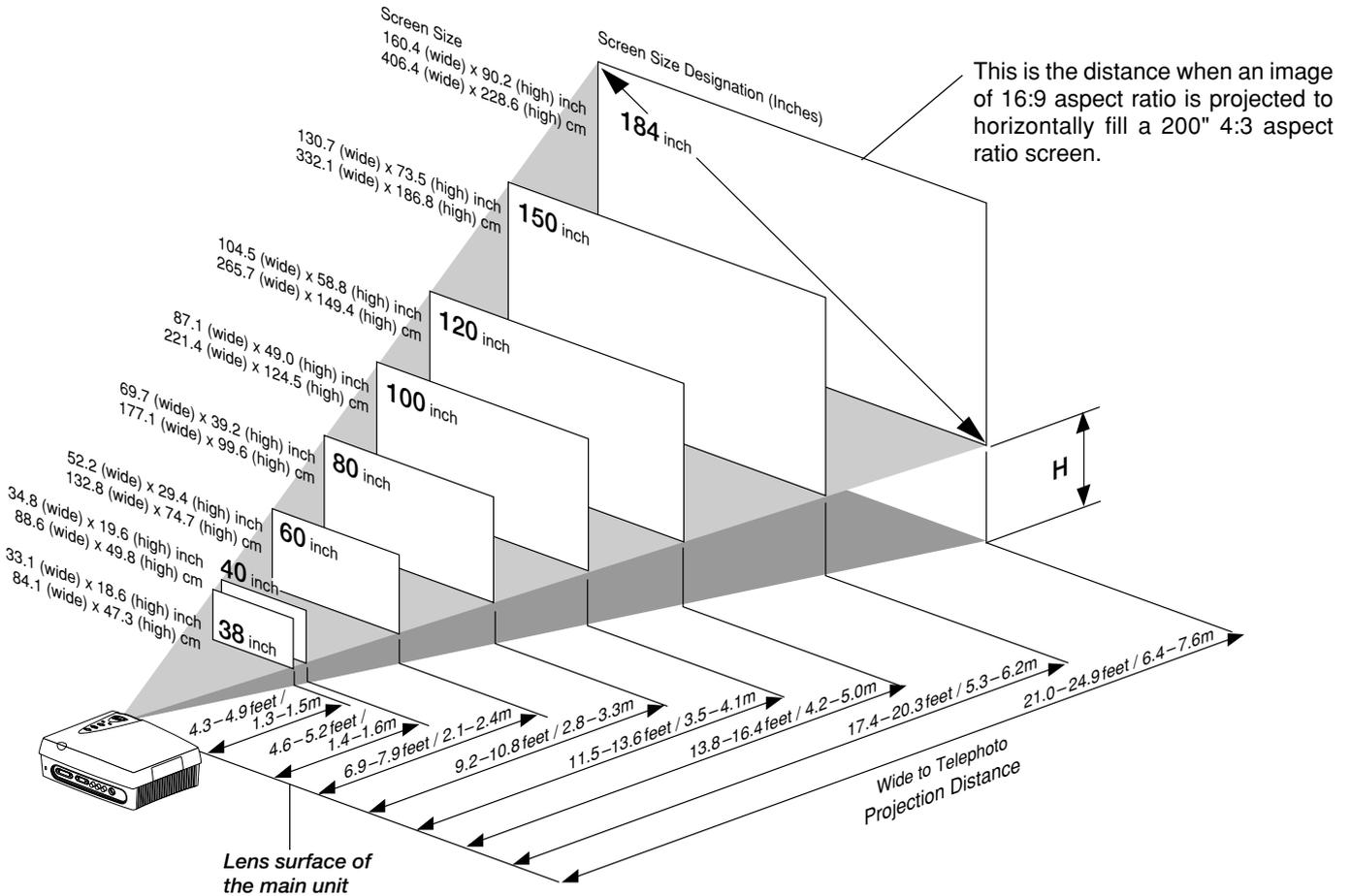
**Placement Guide**

**Screens with 16:9 Aspect Ratio (at an output size of 800 x 450)**

These are the projection distances for screens of 16:9 aspect ratio used for the viewing of movie software and other applications.

The screen is placed within the projection distance range that corresponds to the screen size designation. Within this range, the screen size can be adjusted with the zoom ring.

*Note: This is the projection distance when an aspect ratio of [16:9 (LB)] has been selected. Selection of "Full", "Auto" or other settings at this projection distance will result in the top and bottom of the image extending beyond the screen. When establishing a fixed placement, the distance could be outside the zoom adjustment range and a test projection should be conducted. → Page E-24 "Input Screen and Aspect Ratio Selection Screen"*



**H dimension: Height from center of projector lens to bottom edge of screen.**

184 inch: 38.8 inch/98.6 cm	150 inch: 31.7 inch/80.4 cm	120 inch: 25.3 inch/64.6 cm	100 inch: 21.1 inch/53.9 cm
80 inch: 16.9 inch/42.9 cm	60 inch: 12.7 inch/32.3 cm	40 inch: 8.4 inch/21.5 cm	38 inch: 8.0 inch/20.4 cm

Installation Height of Projection Screen [Reference]

Once the installation location and position have been decided, the projection height should be checked. In the case of large screen sizes, there are instances where the image cannot be projected within the floor to ceiling height. The required installation height can be found using the following formula:  
 Screen size vertical cm(inch) + H cm(inch) + 7.2 cm(2.8 inch) + Stand height

Example: Using a 150" 4:3 screen and placing the projector horizontally, the required installation height will be  
 228.6 cm(90 inch) + 45.5 cm(17.9 inch) + 7.2 cm(2.8 inch) = 281.3 cm(110.7 inch) (without a stand)

An installation room with a height of 240 cm(94.5 inch) will have insufficient room height even when the projector is placed on the floor. (Note that the rear adjusters can be raised to lower the projection screen image.)

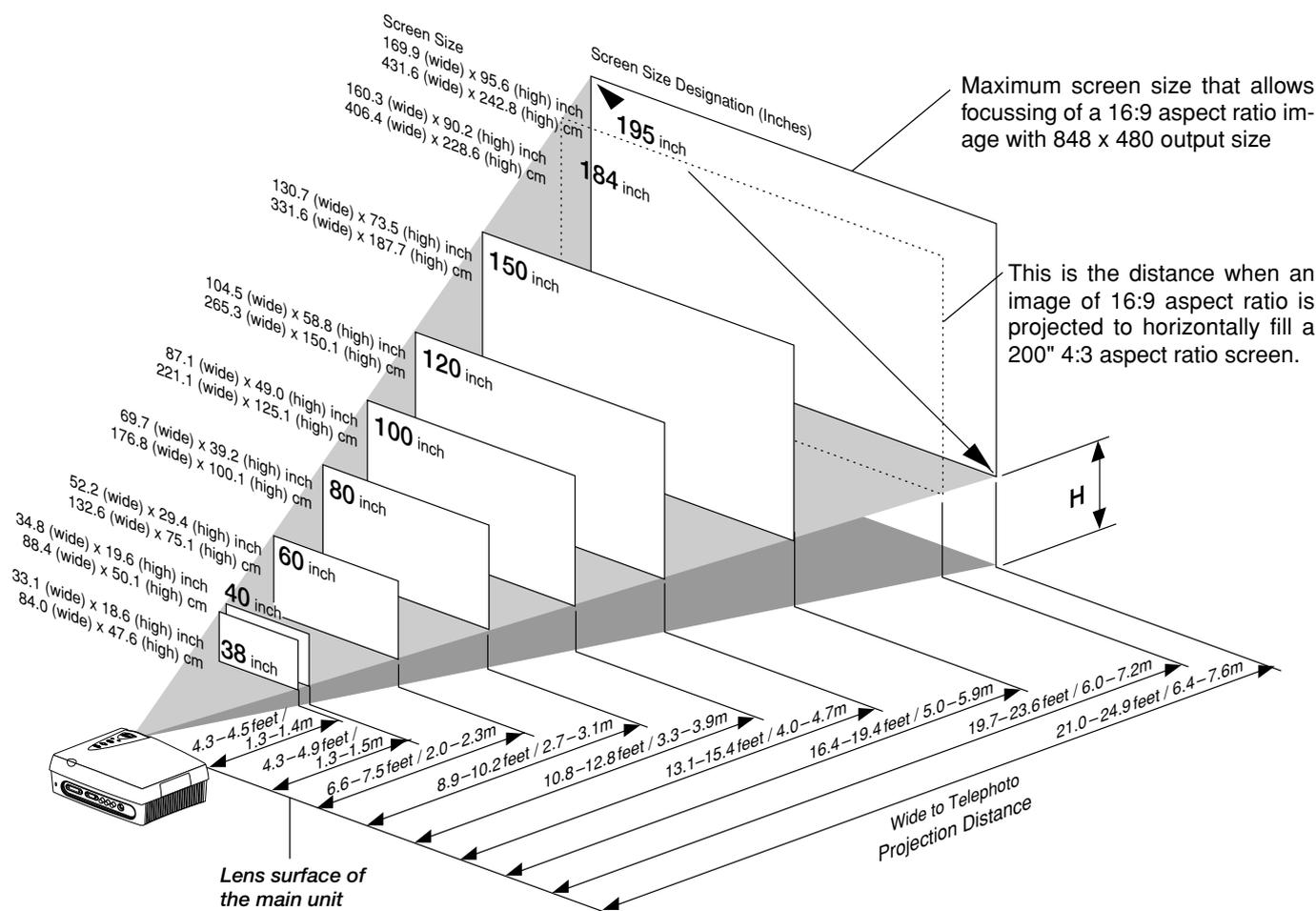
**Screens with 16:9 Aspect Ratio (at an output size of 848 x 480)**

These are the projection distances for screens of 16:9 aspect ratio used for the viewing of DVD and other squeezed screen applications.

This projector uses an output size of 848 x 480 pixels for home theater applications and enables the projection of a high definition 16:9 aspect ratio.

The screen is placed within the projection distance range that corresponds to the screen size designation. Within this range, the screen size can be adjusted with the zoom ring.

*Note: This is the projection distance when an aspect ratio of [16:9] has been selected. Selection of "Full", "Auto" or other settings at this projection distance will result in the top and bottom of the image extending beyond the screen. When establishing a fixed placement, the distance could be outside the zoom adjustment range and a test projection should be conducted. → Page E-24 "Input Screen and Aspect Ratio Selection Screen"*



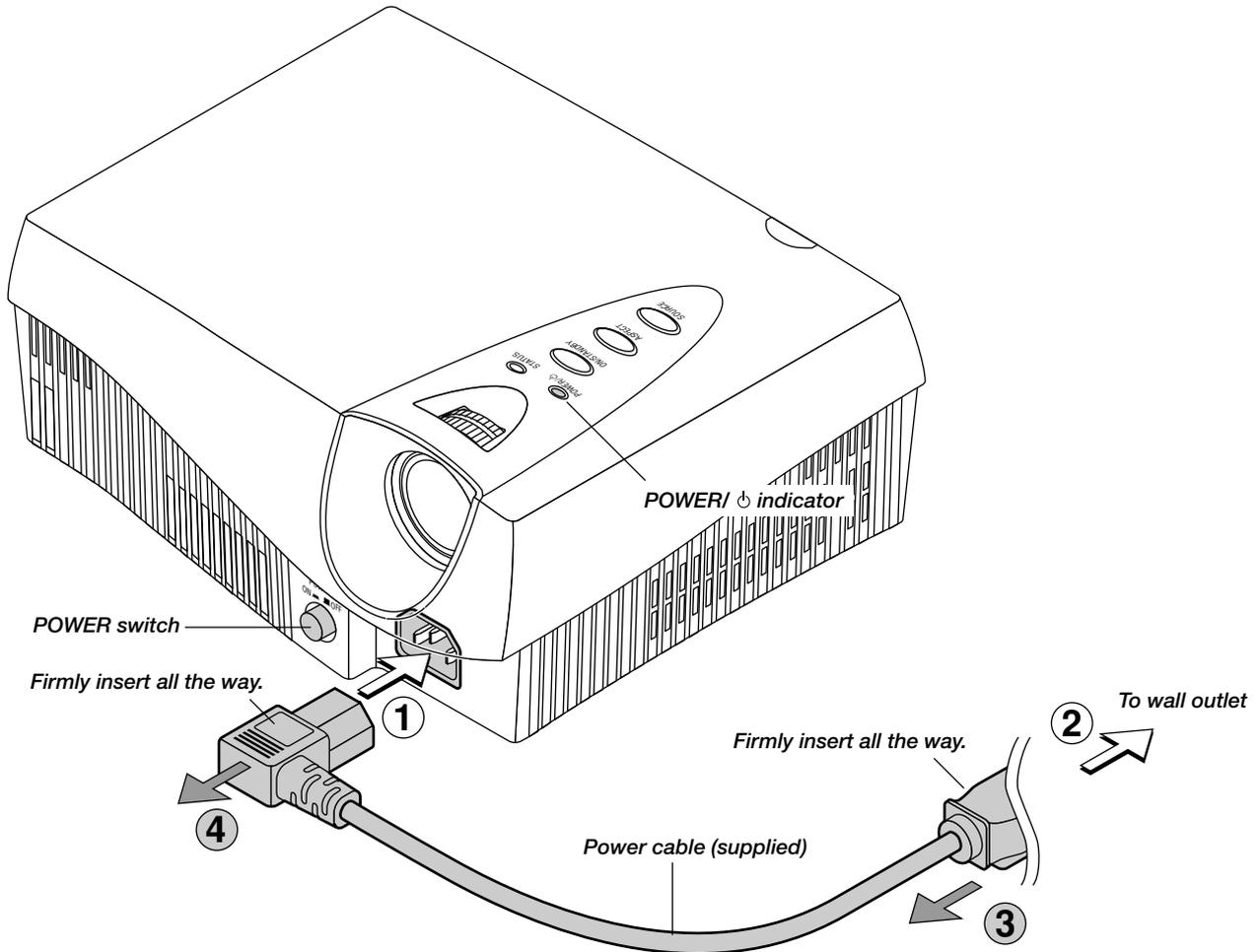
**H dimension: Height from center of projector lens to bottom edge of screen.**

195 inch: 35.8 inch/91.5 cm	184 inch: 33.8 inch/84.9 cm	150 inch: 27.5 inch/69.8 cm	120 inch: 22.0 inch/56.4 cm
100 inch: 18.3 inch/46.8 cm	80 inch: 14.7 inch/37.3 cm	60 inch: 11.0 inch/28.0 cm	40 inch: 7.3 inch/18.6 cm
38 inch: 7.0 inch/17.8 cm			

# Power Cable Connections

## 2 Power Cable Connections

Use the supplied power cord to connect the power connector of the main unit with the power outlet.



Before using the projector, first connect ① and then ②; after using, unplug ③ and then ④.

### Attention!

**For pluggable equipment, install the projector as near to the power outlet socket that is easily accessible.**

Do not switch off the main power or disconnect the power cable unless the POWER/ indicator is lit orange. Doing so could shorten the life of the lamp or possibly cause the unit to malfunction.

When the unit is set to off (and the LED is not lit) using the menu [Setup] → [LED] items, the indicator flashes green for 1 minute, then goes off. Likewise, at this time the main power should not be switched off and the power cord should not be disconnected.

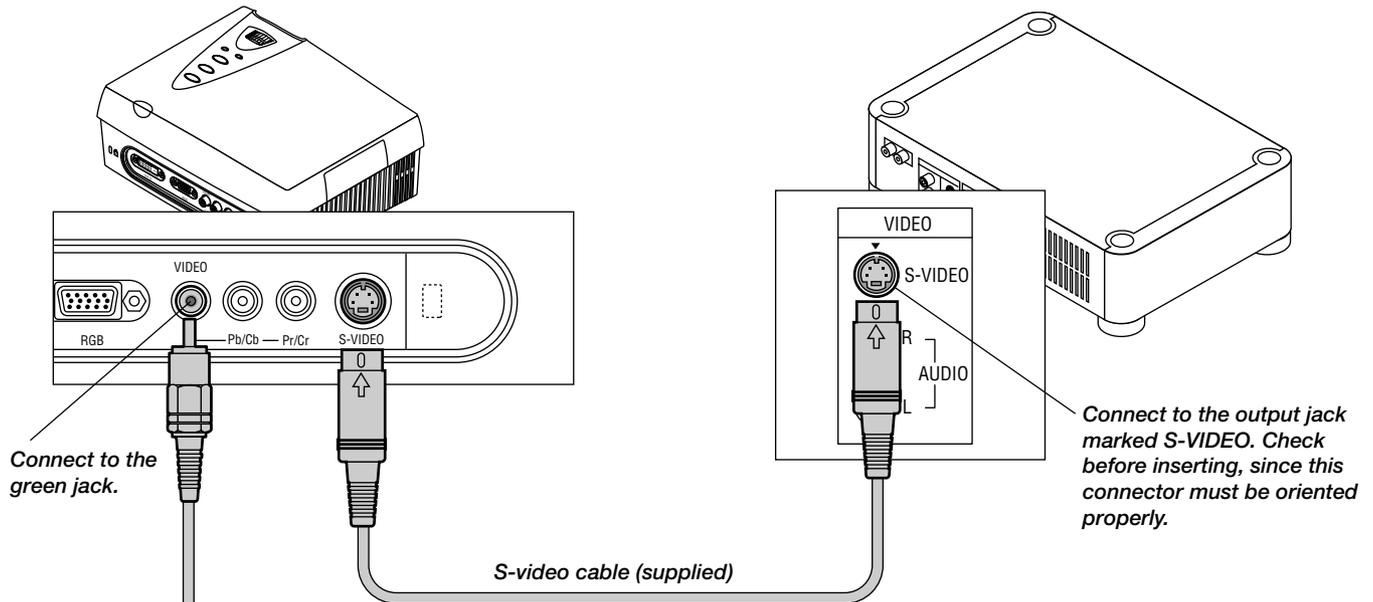
# Connecting Video Equipment and Personal Computers

By connecting this unit with video equipment and using a DVD player or other source in combination with an audio/video amplifier and speaker system will allow you to enjoy convincing home theater. Connecting the unit to a personal computer will permit presentation data to be projected as a large screen display in conferences and lectures.

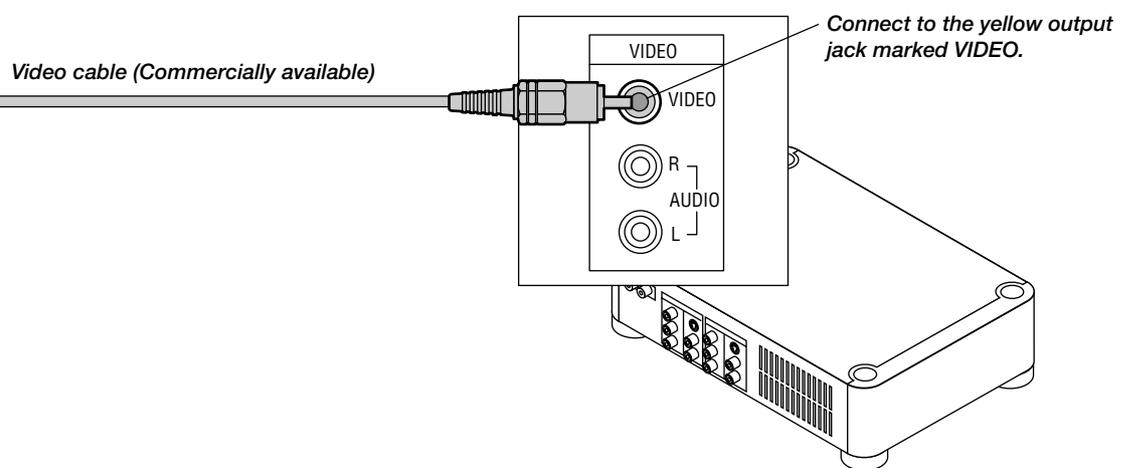
## 3 Connections with VIDEO and S-VIDEO Connectors

These are connections made with equipment that is equipped with a video output connector or an S-video output connector such as video decks, DVD players, laser disc players, TV tuners, etc. Connect such equipment to the VIDEO or S-VIDEO connector of this projector.

### Connections with the S-VIDEO Output Connector



### Connections with the Video Output Connector



#### Note:

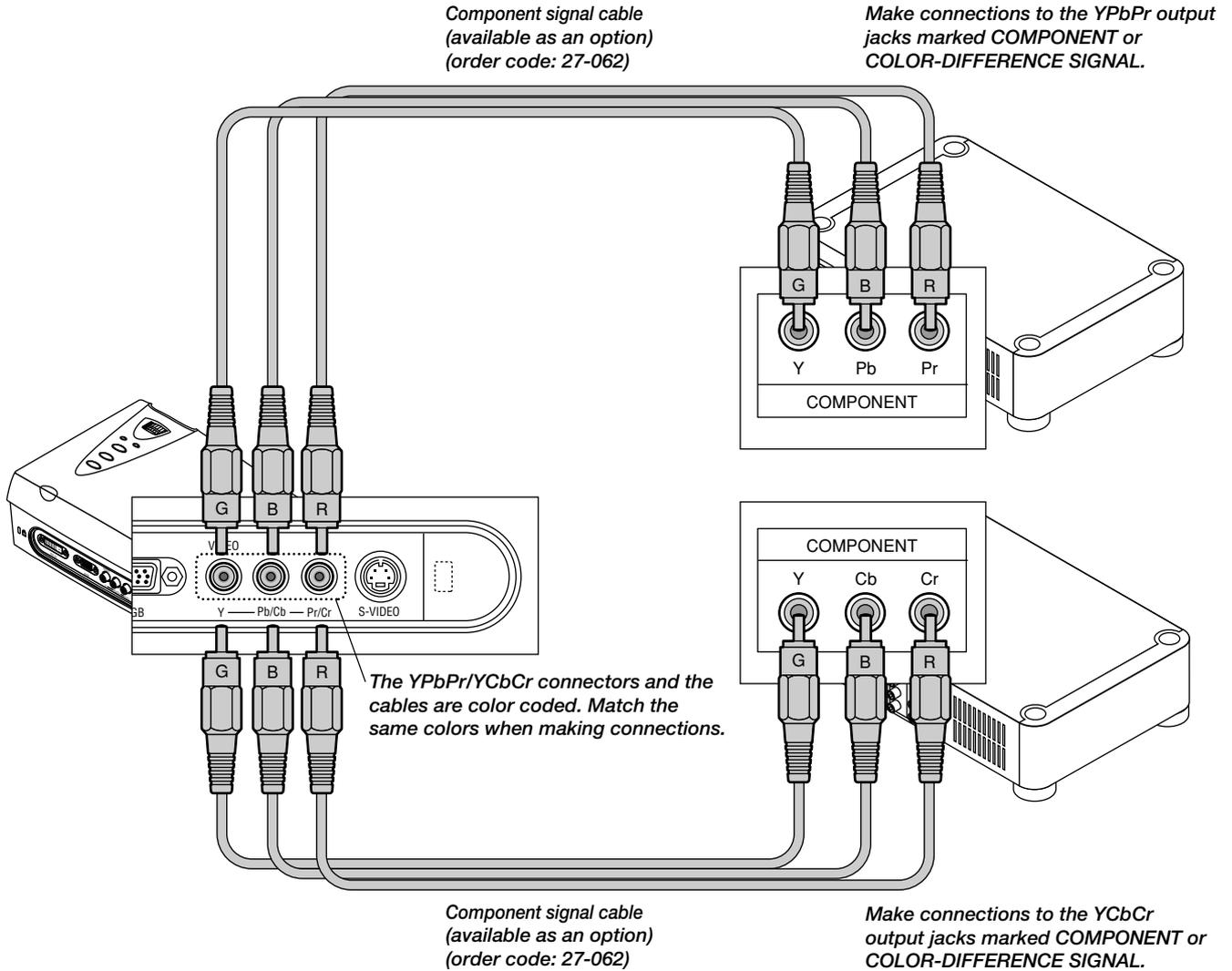
- \* Connection can be made with the S1 video and S2 video output connectors, but the control signals will not be operable in the projector depending on video equipment.
- \* Please refer to the various manuals for information about video equipment and audio/video amplifier and speaker system connections.

#### Attention!

Before making connections, check that the main power supply is switched off for the projector and the equipment that is to be connected.

**3 Connections with YCbCr/YPbPr Connectors**

These are connections made with equipment such as DVD players that have YCbCr output connectors or YPbPr output connectors. Make connections with the YPbPr/YCbCr connectors of this projector.



**Note:**

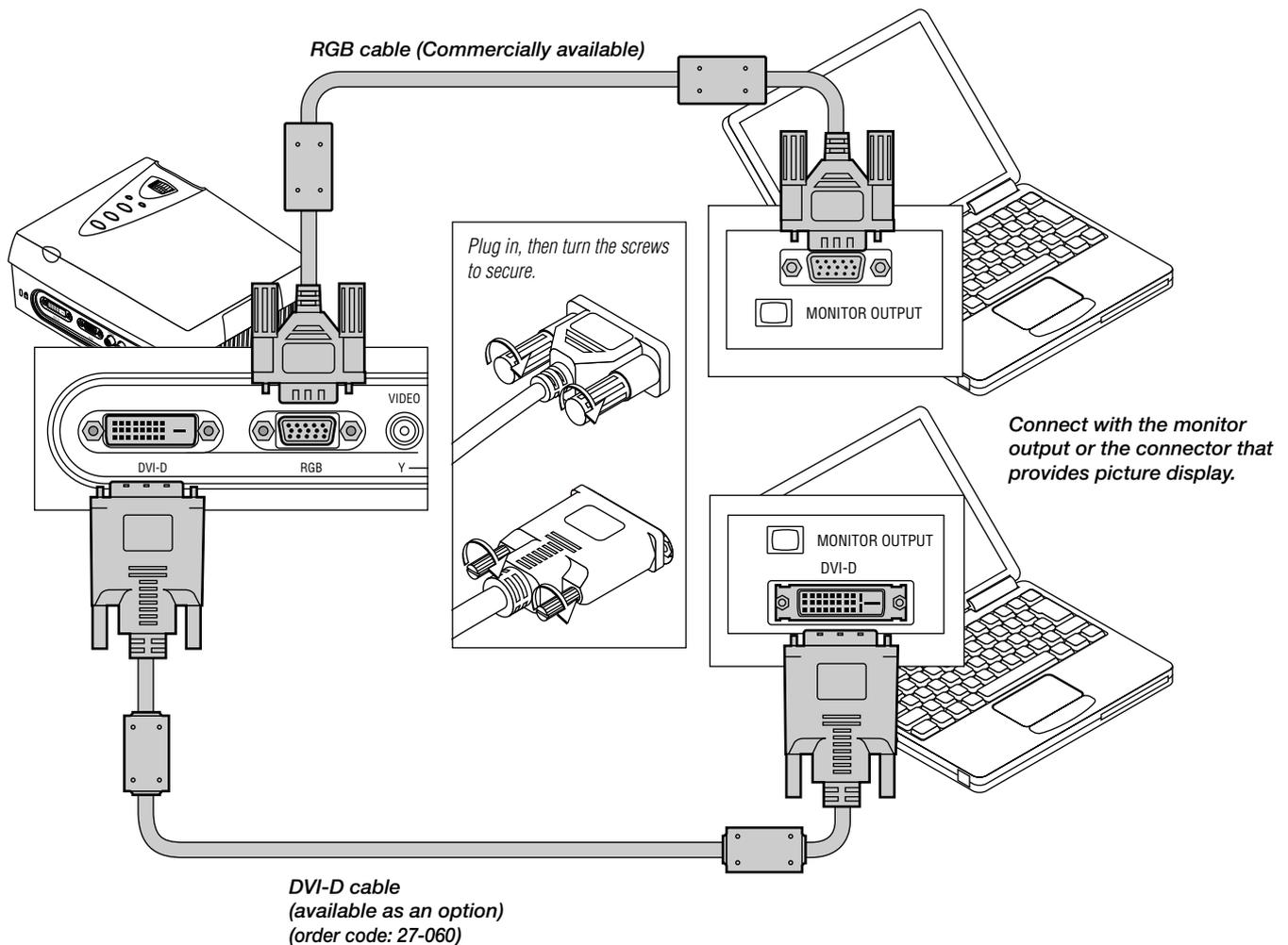
- \* When inputting a YPbPr signal, format selection or color space selection may be required. → page E-38
- \* Please refer to the various manuals for information about video equipment and audio/video amplifier and speaker system connections.

### 3 Connection with RGB and DVI-D Connector

These connections are made with personal computers that have a monitor output RGB connector (analog signal) or a DVI-D connector (digital signal). Connect personal computers having a mini D-Sub 15-pin RGB connector to the RGB connector of the projector and connect personal computers having a DVI standard DVI-D connector to the DVI-D connector of the projector.

**Check the following before making connections.**

- \* The resolution through this unit is S-VGA 800 x 600 dots. VGA is enlarged and displayed and XGA is compressed and displayed. Input of resolutions higher than S-XGA will not be displayed. Such resolutions should be converted to a displayable resolution at the personal computer side. Check with the "Table of Supported Frequencies" on Page E-49.
- \* The setting method of the personal computer will vary depending on your personal computer. For information, read the instruction manual for your personal computer, read the on-line help, or contact the manufacturer of your personal computer.



**Note:**

- \* This unit uses a digital interface 24-pin DVI-D connector. Digital signal TMDS (Transition Minimized Differential Signalling) of the DVI (Digital Visual Interface) standard is used. (Analog RGB signals cannot be input.)
- \* Personal computers that are not equipped with a DVI-D connector require a digital graphics board furnished with a DVI-D connector.
- \* Before making connections, turn off the main power to the projector and all the connected equipment.

### Obtaining an External Output Signal from a Notebook Computer.

When projection will be with a notebook computer connected, knowledge will be required for the cable connection and notebook computer startup procedure as well as the operation that follows notebook startup. Please consult the instruction manual of your notebook computer or the on-line help while performing the following procedure.

#### 1 Check whether a signal is being sent from the notebook computer to the projector.

An indication appearing on the liquid crystal display of the notebook computer does not necessarily mean that an external output signal is- being output.

**Reference:** When the frequency under [Info.] of the projector menu is displayed as 0 kHz, 0 Hz, it indicates that an external output signal is not being output from the personal computer. → Page E-43 "Viewing the Lamp Timer/Resolution and Frequency"

#### 2 Should a signal not be output from the notebook computer, please try the operation described below.

For an IBM PC/AT, DOS/V computer, press the [Fn] key plus any one of the [F1] to [F12] keys. (See the table below.)

Manufacturer	Model	Key
akia	All computers	Fn + F2
COMPAQ	ARMADA Series	Fn + F4
	PRESARIO Series	Fn + F3
DELL	All computers	Fn + F8
FUJITSU	All computers	Fn + F10
GATEWAY	All computers	Fn + F3
IBM	All computers	Fn + F7
NEC	All computers	Fn + F3
Panasonic	All computers	Fn + F3
SHARP	All computers	Fn + F5
SONY	All computers	Fn + F7
SOTEC	All computers	Fn + F3
TOSHIBA	All computers	Fn + F5

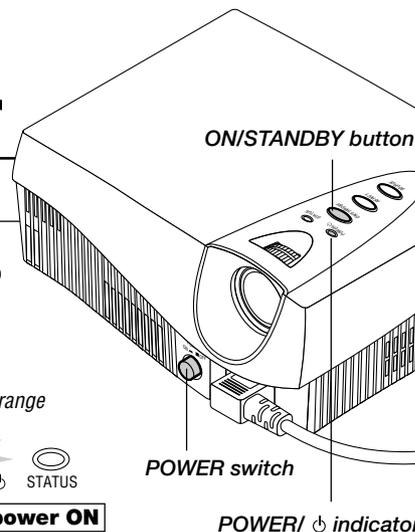
**Note:** Table information is current to June 2001.

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**Note:** When the liquid crystal display of the notebook computer and the projector are displayed at the same time, the projected image might not be correct even though the liquid crystal screen shows a proper display. Should this occur, stop the simultaneous display of the notebook computer and try the mode with external output only. (Try an operation such as that described in aforementioned Step 2 and try closing the liquid crystal panel which might result in external output only.)

---

# Turning ON or OFF Main Power

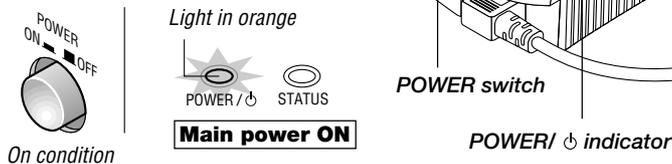


## 4 Turning ON or OFF Main Power

Before turning the main power, check that the power is switched off the equipment that is to be connected and the connection is finished.

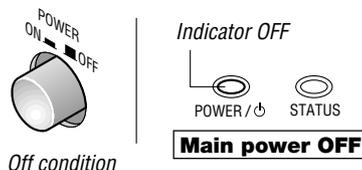
### To turn on the main power:

Press the POWER switch down until it is in the depressed position.



### To turn off the main power:

Press the POWER switch until it is in the protruded position.



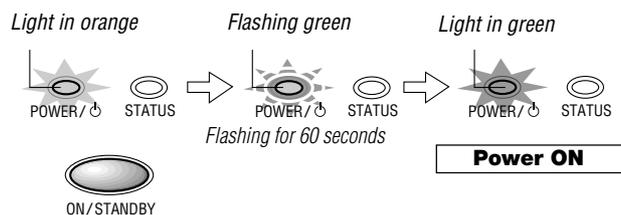
## 5 Turning ON or OFF Power

The ON/STANDBY buttons of the main unit and the remote control have the same function. A description using the main unit button is provided here.

### To turn on the power:

Press the ON/STANDBY button for about 2 seconds. The projection screen will brighten in about 40 seconds.

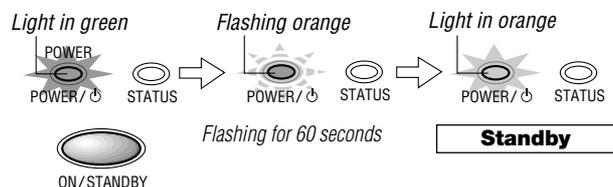
**Note:** When the unit is set to off (and the LED is not lit) using the menu [Setup] → [LED] items, the indicator flashes green for 60 seconds, then goes off.



### Setting standby mode

Press and hold down the ON/STANDBY button for about 2 seconds.

To switch on the power again, leave at least 60 seconds before doing so.



### Attention!

- Do not switch off the main power or disconnect the power cable unless the POWER/STATUS indicator is lit orange. Doing so could shorten the life of the lamp or possibly cause the unit to malfunction. When the unit is set to ON (and the LED is not lit) using the menu [Setup] → [LED] items, the indicator flashes green for 1 minute, then goes off. Likewise, at this time the main power should not be switched off.
- To save power, switch off the main power when not in use. When the main unit or remote control ON/STANDBY button is used to set the projector to the standby mode (POWER/STATUS indicator is lit orange), the cooling fan continues to operate.

### Note:

- When a signal is not being input while projecting onto the projection screen, "No Signal" is displayed to indicate the condition. The background color of the screen will be blue at this time. The background color can be changed to black by via [Setup] → [Background] of the menu. → Page E-40 "Background Color Settings"
- When the power is switched on, the input selection and aspect selection conditions will be the same as the conditions that existed when the power was switched off.
- Adjustments and setting values that were made via menu operations will be stored even when the main power has been switched off or the power cord has been disconnected.

### When the power won't switch on

- When the internal temperature is abnormally high, the power will not be switched on to protect the equipment. Wait for a while and then try switching on the power again.
- Should the STATUS indicator be lit or flashing, please see "When the STATUS Indicator Is Lit/Flashing" on Page E-45.

# Adjustment of the Projection Screen

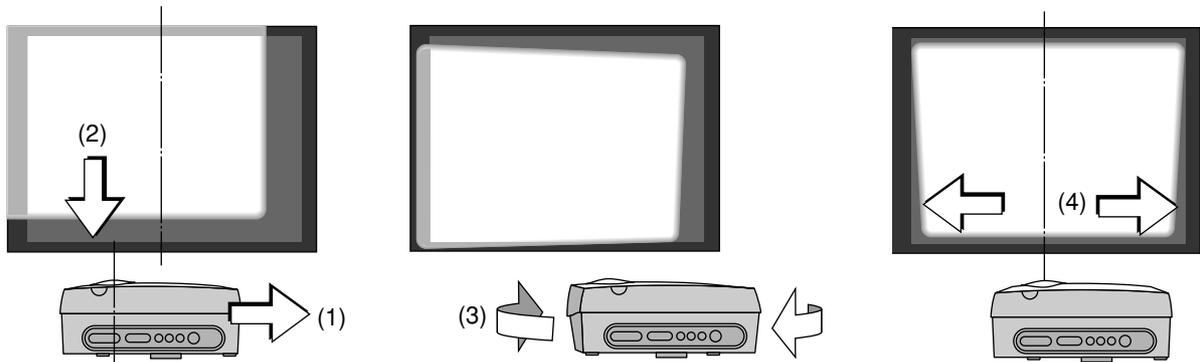
Operations include the adjustment of the image position that is projected to the screen and the adjustment of the focus as well as the input selection and the selection of the aspect ratio.

Perform these operations with the power of the connected equipment switched on and the video signal input to the projector.

## 6 Projection Screen Position Adjustment

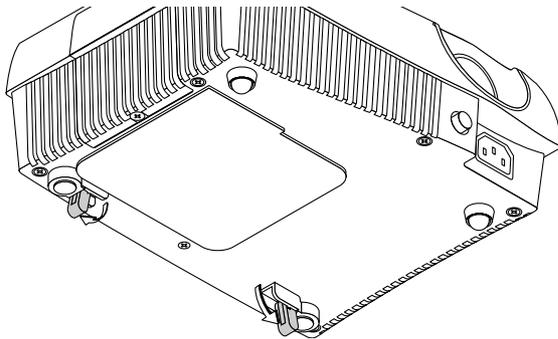
### 1 Adjust the projection image to the screen

- (1) If the image is shifted to the left or right, move the main unit horizontally. (Align the center of the screen and the center of the lens of the main unit.)
- (2) If the image is shifted vertically, move the image up or down with the adjuster.
- (3) A projection image such as that illustrated in the diagram is the result of the projector not being perpendicular to the screen. Set the projector so that it is pointing straight toward the screen.
- (4) If the image shows keystone distortion, adjust using menu operations. → Page E-39 "Adjustment of Keystone Distortion"



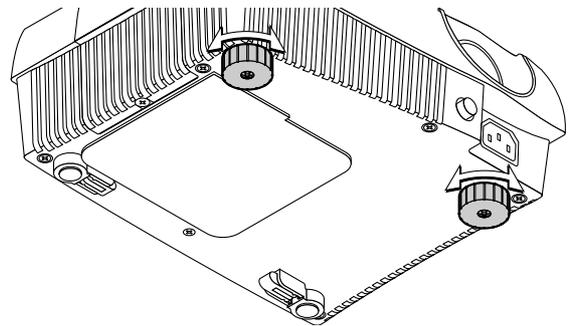
### Using the Adjusters

**To lower the projection position:**  
Raise the rear adjusters up



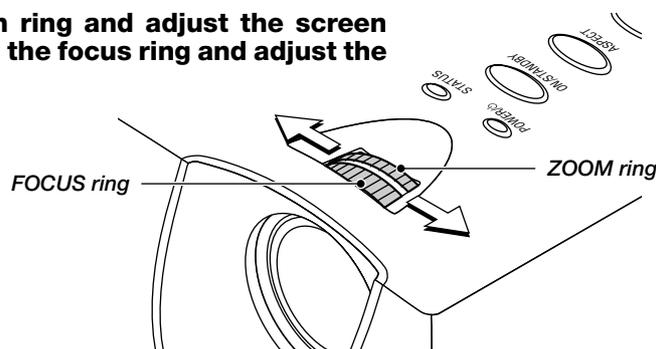
### To raise the projection position:

Attach the supplied two adjusters to the front feet. See page E-9 "Attaching the Supplied Adjusters". After folding the rear adjusters, rotate the right/left front adjuster to fine-adjust the height. (Adjustable range: 0 to 5 mm/ 0 to 0.2 inch)



## 7 Adjustment of Screen Size and Focus

**2 Turn the zoom ring and adjust the screen size, then turn the focus ring and adjust the focus.**



**Note:** The zoom ring allows adjustment of approximately 20% of the maximum screen size. (When the zoom ring is at the center position, an adjustment of approximately  $\pm 10\%$  will be possible.)

## 8 Input Selection

**3 Press the SOURCE button and select the desired connector.**



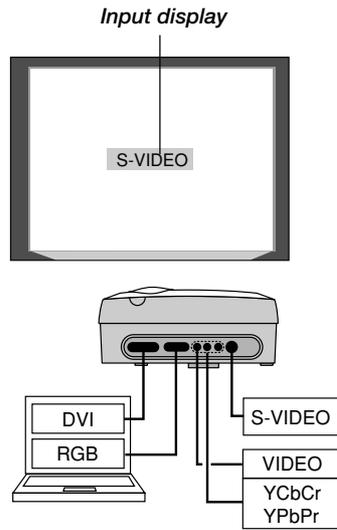
A press of the SOURCE button will display the selected input.

Each press of the button moves the selection one step in the sequence:

S-VIDEO → (VIDEO/YCbCr/YPbPr) → RGB → DVI

The selection will not change while "Now Searching" is displayed.

The input display will remain for a while before disappearing. To change the duration of the display, see → Page E-41 "On-Screen Display Duration Setting."



**Note:**

- \* The remote control provides direct selection from the VIDEO button, S-VIDEO button, YCbCr button, and DVI button.
- \* When a function other than [AUTO] is specified at the source selection display, the projector searches for the specified signal among VIDEO/YCbCr/YPbPr. → Page E-23 "Input Selection"
- \* When a signal is not input to the selected connector, "No Signal" is displayed.
- \* When RGB or DVI is selected and "No Signal" is displayed, check with [Info.] on the menu.  
→ Page E-43 "Viewing the Lamp Timer/Resolution and Frequency"  
When the frequency is displayed as "0 kHz, 0 Hz," there is no signal from the personal computer. → See Page E-20 "Obtaining an External Output Signal from a Notebook Computer."

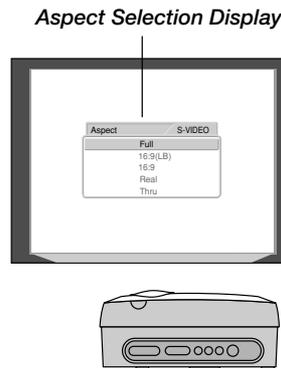
## 9 Selection of Aspect Ratio (i.e., Ratio of Screen Width to Screen Height)

**4 Press the ASPECT button and select the desired aspect ratio.**



A press of the button will display the aspect selection display.

The aspect ratio is the ratio of the width and height of the screen.



**Note:**

- \* The aspect ratio selection display will not appear unless a signal is input. Play the video of the equipment.
- \* Match the aspect ratio of the image of the connected equipment with the aspect ratio of the projected image of this unit, or adjust the image of a 16:9 aspect to the desired format.
- \* When the aspect ratio differs, a circle, for example, will be projected as an ellipse.
- \* The selected aspect ratio for each input is stored.

**[VIDEO, S-VIDEO and YCbCr Input Selection]**

Aspect	S-VIDEO
Full	
16:9(LB)	
16:9	
Real	
Thru	

**[YPbPr Input Selection]**

Aspect	YPbPr
Full	
16:9(LB)	
16:9	
Thru	

**[RGB and DVI Input Selection]**

Aspect	DVI
Full	
Auto	
16:9	
Thru	

**Cursor:** Displays the currently selected contents position.

Press the ASPECT button during the appearance of the aspect selection display and make the selection.

Each press of the button moves the cursor and switches the aspect ratio.

A diagram of the a sample image with different aspect ratios is carried on the next page.

The aspect selection display will remain for a while before disappearing.

To change the duration of the display, see → Page E-41 "On-Screen Display Duration Setting."

**Note:**

- \* For information about operation with the remote control, see → Page E-25 "Operation with the Remote Control"
- \* To adjust or set the brightness, picture, or other matters, display the menu on the projection screen and perform the operation. → Page E-28 "Using the On-Screen Menu"

**This completes the projection screen adjustments.**

**Adjustment of the Projection Screen**

**Input Screen and Aspect Ratio Selection Screen**

	<i>Projection image with Through selection</i>		<i>Projection image when selected</i>	
<p><b>Select Full</b> The image is projected to fill the entire screen. Aspect 16:9 screens will be longer than wide.</p>		➔		
<p><b>Select Auto (only with RGB or DVI selection)</b> While maintaining the aspect ratio of the personal computer, the image is enlarged or reduced so that no parts protrude beyond the screen and the image is projected to fill the screen. Aspect 16:9 screens will be black at the top and bottom.</p>		➔		
<p><b>Select 16:9 (LB)</b> <b>(S-VIDEO, VIDEO, YCbCr, and YPbPr only)</b> The image of long sideways movie material is projected to fill the entire screen without the top and bottom black portions. This maintains a letterbox image aspect ratio and projects it on a 16:9 screen. This will make the image quality better than "Full".</p>		➔		<p>The top and bottom black portions are cut. Subtitles are also cut.</p>
<p><b>Select 16:9</b> This returns the squeezed screen to a 16:9 screen and projects it. The output size becomes 848 x 480.</p>		➔		<p>The output size becomes 848 x 480.</p>
<p><b>Select Real</b> <b>(S-VIDEO, VIDEO and YCbCr only)</b> This maintains a video image aspect ratio of 4:3 and projects it. Images with a 16:9 aspect ratio will become vertically elongated (4:3).</p>		➔		

**Select Thru**

This projects the input image as is. When the input resolution is higher than that of the projector (800 x 600), the image will extend beyond the screen, and when lower, the image will be smaller than the screen. Video images may have a different aspect ratio.

**[Display Examples]**



Video signal

Squeeze signal

VGA 640 x 480

16:9 screen

Letter box

# Operation with the Remote Control

Point the remote control toward the remote control sensor of the main unit and operate.

**ASPECT button**

This button selects the vertical and horizontal ratio of the screen of the input video.

**These buttons are used for the selection of the input signal.**  
For further information about input selection.

**S-VIDEO button**

This switches the input to the S-VIDEO signal.

**VIDEO/YPbPr button**

The source selection display will appear.

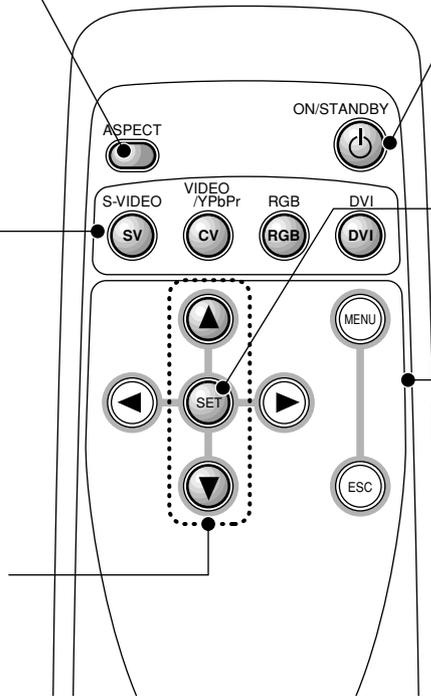
**RGB button**

This switches the input to the RGB signal.

**DVI button**

This switches the input to the DVI-D signal.

This is used for selection of VIDEO, YCbCr, and YPbPr input signals.



**ON/STANDBY button**

This button is used to switch ON the power and set the unit to the STANDBY mode.

**SET button**

Automatic adjustment of the RGB input signal is performed when the menu is closed and the SET button is held down for more than 1 second.

**These buttons are used for menu operations.**  
→ Page E-28 "Using the On-Screen Menu"

**MENU button**

This is used in the selection of the menu name when displaying the menu on the projection screen.

**ESC button**

This is used when closing the menu.

**SET button**

This is used to set the menu items.

**Cursor buttons (◀▶▲▼)**

These are used in the selection of the menu name, item name, and contents.

## Turning ON Power/STANDBY

Press the POWER button of the main unit and turn on the main power.

**To turn on the power:**

Check that the POWER/ Ⓞ indicator of the main unit is lit orange.

Press the ON/STANDBY button for about 2 seconds.

ON/STANDBY



The power will be switched on, the indicator will flash green (for one minute) and then the indicator will be lit green. The projection screen will brighten in about 40 seconds.

**Setting standby mode:**

Press and hold down the ON/STANDBY button for about 2 seconds.

The indicator will flash orange (for 60 seconds) and then be lit orange.

Light in green



**Power ON**

**Note:** To save electrical power when not using the unit, switch off the main power. When doing so, wait until the flashing orange indicator is lit steadily.

Light in orange



**Standby**

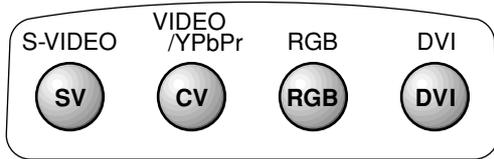
**Attention!**

When switching off the main power or disconnecting the power cable

First press ON/STANDBY button of the remote control or the main unit to set the standby mode (in which the indicator will be lit orange) and then switch off the main power. If the main power of the main unit is switched off without setting the standby mode, this could shorten the life of the lamp or possibly cause damage due to the heat of the lamp.

**Input Selection**

**Press the desired input selection button.**



**S-VIDEO button**

A press of the button will switch the input to the S-VIDEO input signal.

**VIDEO/YPbPr button**

The source selection display will appear. (If the source selection display is not displayed, press the button again.) \* [AUTO] is selected at the initial setting.

A press of the SET button causes the source selection display to disappear and starts an automatic search of the VIDEO/YCbCr/YPbPr input signal.

\* The input display at the [AUTO] setting will be [Video/YCbCr/YPbPr].

**RGB button**

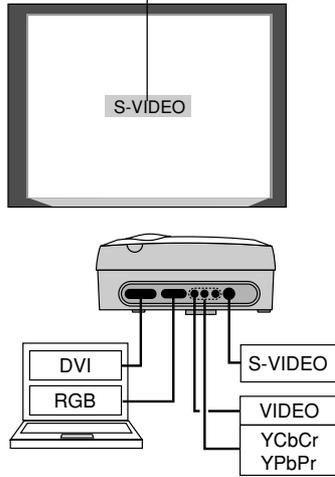
A press of this button switches the unit to the RGB input signal.

**DVI button**

A press of this button switches the unit to the DVI input signal.

The input display will remain on for a while before disappearing. To change the duration of the display, see → Page E-41 "On-Screen Display Duration Setting."

*Input selection display*



**Note:**

- \* When the power is switched on, the input selection conditions that existed when the power was switched off will be in effect.
- \* When a signal is not input to the selected connector, "No Signal" is displayed.
- \* When RGB or DVI is selected and "No Signal" is displayed, check with [Info.] on the menu.  
→ Page E-43 "Viewing the Lamp Timer/Resolution and Frequency"  
When the frequency is displayed as "0 kHz, 0 Hz," there is no signal from the personal computer. → See Page E-20 "Obtaining an External Output Signal from a Notebook Computer."

**VIDEO/YCbCr/YPbPr Signal Selection**

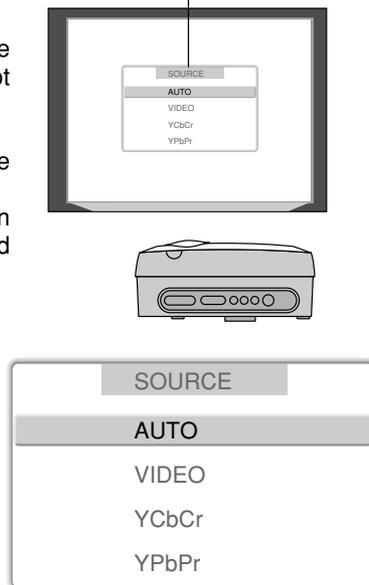
The input signal is specified directly and projected.

A press of the VIDEO/YPbPr button displays the source selection display. (If the source selection display is not displayed, press the button again.)

Select the signal with the cursor (▲▼) button or the VIDEO/YPbPr button.

A press of the SET button causes the source selection display to disappear, performs a search for the specified signal and projects it.

*Source selection display*

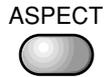


**Note:**

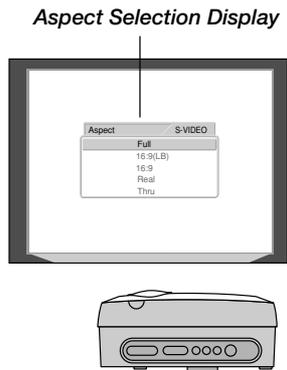
- \* When the source selection is specified as [AUTO], upon switching to the VIDEO/YCbCr/YPbPr signal, a search for the signals will be made in order and it may take a while before the signal is displayed. The signal can be projected quickly when it has been specified directly.
- \* Conversely, for example, when connection is made to a video system that switches the input signal from a YCbCr signal to a YPbPr signal, having previously set the source selection to [AUTO], another press of the VIDEO/YPbPr button (i.e., the SOURCE button on the projector) will perform automatic identification of the signal.

## Selection of Aspect Ratio (i.e., Ratio of Screen Width to Screen Height)

Press the **ASPECT** button and select the desired aspect ratio.



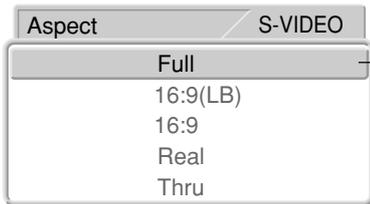
A press of the button will display the aspect selection display.  
The aspect ratio is the ratio of the width and height of the screen.



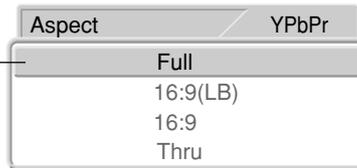
**Note:**

- \* The aspect ratio selection display will not appear unless a signal is input. Play the video of the equipment.
- \* Match the aspect ratio of the image of the connected equipment with the aspect ratio of the projected image of this unit, or adjust the image of a 16:9 aspect to the desired format.
- \* When the aspect ratio differs, a circle, for example, will be projected as an ellipse.
- \* The selected aspect ratio for each input is stored.

**[VIDEO, S-VIDEO and YCbCr Input Selection]**



**[YPbPr Input Selection]**



*Cursor: Displays the currently selected contents position.*

**[RGB, DVI Input Selection]**

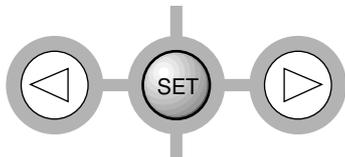


Press the ASPECT button while the aspect selection display is shown and make the selection. Each press of the button moves the cursor and switches the aspect ratio. Also the selection can be made with the cursor (▲▼) buttons.

A diagram of the a sample image with different aspect ratios is carried on the next page. The aspect selection display will remain for a while before disappearing. To change the duration of the display, see → Page E-41 "On-Screen Display Duration Setting."

## Automatic Adjustment of the RGB Signal

This automatically adjusts the projected (analog) RGB signal to an optimum condition.



Holding down the SET button for more than 1 second starts the automatic adjustment.

During the adjustment, [AUTO] is display at the center of the screen. When the menu is displayed, the button that is associated with the menu item will be operational; therefore, press the ESC button to close the menu before making this adjustment.

**Note:**

- \* This automatically adjusts the stripe patterns, color infidelity, and flicker which arise from pixel shift.
- When proper adjustment cannot be obtained with automatic adjustment upon pressing the SET button, please adjust manually.
- See E-35 "Adjusting the Clock Frequency of the Input Signal" and "Adjusting the Phase of the Input Signal".

# Using the On-Screen Menu

Only menu operation methods will be described here.

Refer to this page should you need to clarify matters during menu operations.

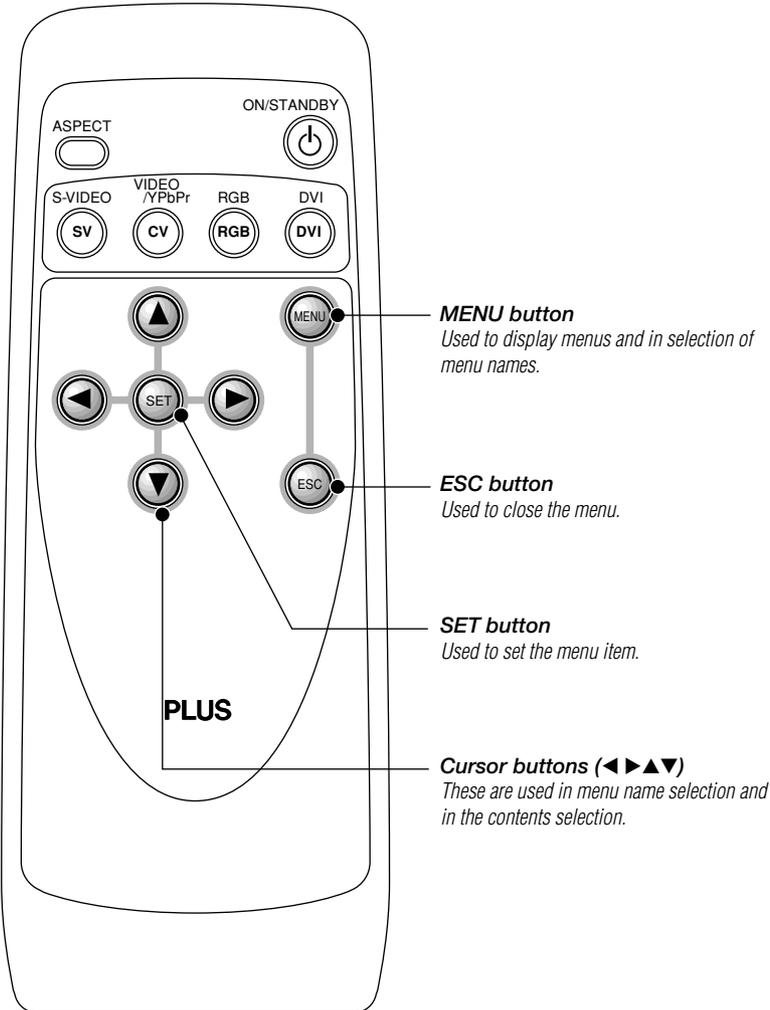
See the various pages for information about menu functions and performing adjustments and settings.

To perform adjustments and settings, the video is projected and adjustments are made to the optimum condition.

The remote control should be pointed toward the remote control sensor of the projector and operated.

To return the various items that have been changed with the menu to their default values (i.e., the condition that existed at the time of purchase), see → Page E-43 "Returning to Standard Settings."

## Names and functions of the buttons used in menu operations



## Names and functions of the menu screens

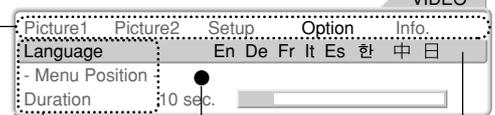
### Menu names

These are the menu headings. When a menu is selected, there is a switch to the heading screen. The selected menu name appears in blue.

### Input selection display

This is the currently selected input signal screen.

### [Setting Screen Display Example]



### Selected contents

Select the desired contents. Selected characters appear in red.

### Item name

This is the name of the adjustment or setting. The selected item name appears in navy blue. A press of the SET button at a location where only the item name is displayed results in a change to the selection contents screen. The contents will change for the item name depending on the input selection.

### Cursor

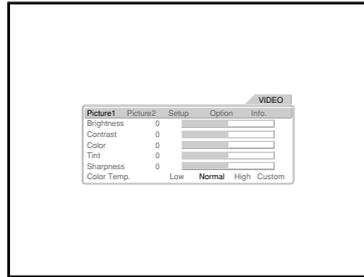
The item at the cursor position can be adjusted or set. Move the cursor with the cursor buttons.

### Note:

- \* If a remote control operation is not performed in about 10 seconds (i.e., the initial setting time) from the time the menu is displayed, the menu will automatically close. → Page E-41 "On-Screen Display Duration Setting"
- \* The display position of the menu can be changed. → Page E-41 "Moving the Menu Display Position"

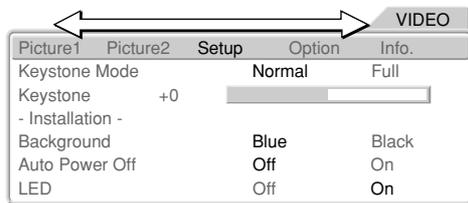
## Display of the Menu

**1** Press the MENU button and display the menu.



## Selection of the Menu Name

**2** Press the button again and select the menu name. The selected menu name will appear in navy blue.



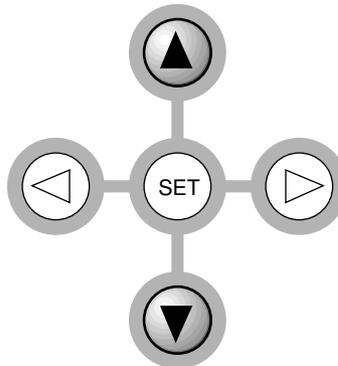
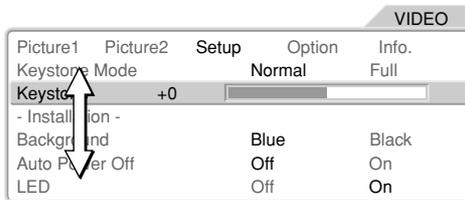
Each press of the MENU button switches the menu one step in the sequence of [Picture 1] → [Picture 2] → [Setup] → [Option] → [Info.]

**Note:**

- \* The menu name will change also when the cursor (◀▶) button is pressed.
- \* When using the cursor button to select the menu name, the cursor must be in the menu name column (at the very top) or else selection will not be possible.
- \* When the cursor is not located at the menu name, the selected menu name will appear in blue.
- \* For information about the contents list that is displayed in the menu, see → Page E-31 "Menu List."

## Selection of the Item Name

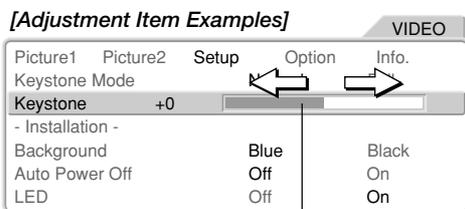
**3** Press the cursor button (▲▼) and select the item name. Align the cursor with the desired item name. The selected item name will appear in deep blue.



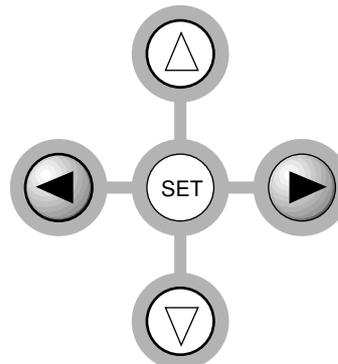
**Note:** When the cursor is not located at the menu name, the selected menu name will appear in blue.

## Making Adjustments and Settings

**4** Press the cursor button (◀▶) and make the adjustment (or selection). Adjust (or select) to produce the best picture.



Adjustment bar



**Note:**

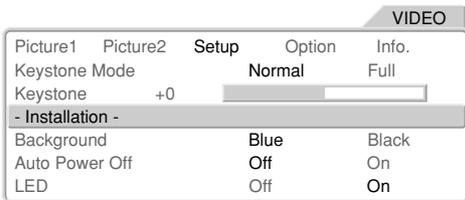
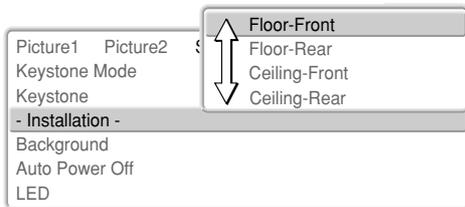
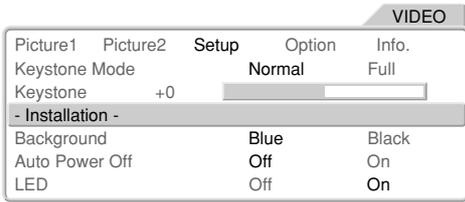
- \* For adjustment items, adjustment values are indicated by the increase and decrease of the adjustment bar and the numerical value. Adjust for the optimum picture while viewing the image projected to the screen.
- \* The selected characters will appear in red for items that select On, Off, and other titles.

(Continued on the next page)

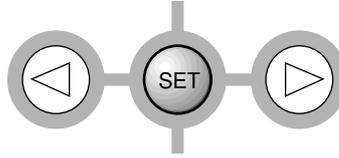
## Using the On-Screen Menu

### Sub menu items

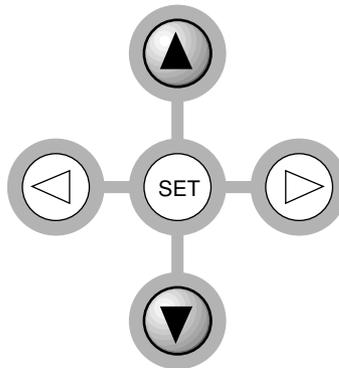
Items that display only an item name have a sub menu.



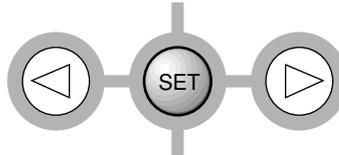
1) Press the SET button to display the sub menu.



2) For setup, select with the cursor button (▲▼).



3) Press the SET button to finalize. The sub menu will close.



**Note:** The selection operation will differ for the sub menu depending on the item contents.

**Note:** A transition to item selection of the menu will not be possible while the sub menu is being displayed. To select the next item, press the ESC button, close the menu again, then perform the selection.

## Exit

**5** Press the ESC button and close the menu display.

The selected menu name will appear in navy blue.



**Note:**

- \* Even without pressing the ESC button, waiting a while will result in the menu closing (when the display duration setting has elapsed).
- \* The adjustment and setting values will be stored even when the power is switched off or the power cord is disconnected.

# Menu List

This is a list of menu item names. See the reference page for information about the adjustment and setting method.

The display contents of the item name will differ depending on the input selection.

Indications such as those below appear along side the input selections (i.e., input signals) that permit adjustment or setting.

**Various inputs allowed** Adjustment or setting is permitted for any input that is selected. (The item name will appear in the menu.)

**VIDEO, S-VIDEO, and YCbCr** Adjustment or setting is permitted only when the "VIDEO, S-VIDEO, and YCbCr" indication appears at the time of the listed input selection. (In this case, the item name will be displayed only when a VIDEO, S-VIDEO, or YCbCr signal is input.)

## Picture 1

		[VIDEO and S-VIDEO Input Selection]				VIDEO
		Picture1	Picture2	Setup	Option	Info.
"Adjusting the Brightness" → Page E-33	—	Brightness	0			
"Adjusting the Contrast" → Page E-33	—	Contrast	0			
"Adjusting the color" → Page E-33	—	Color	0			
"Adjusting the tint" → Page E-34	—	Tint	0			
"Adjusting the Sharpness" → Page E-34	—	Sharpness	2			
"Adjusting the White Balance" → Page E-34	—	Color Temp.		Low	Normal	High Custom

		[YCbCr Input Selection]				YCbCr
		Picture1	Picture2	Setup	Option	Info.
		Brightness	0			
		Contrast	0			
		Color	0			
		Sharpness	2			
		Color Temp.		Low	Normal	High Custom

		[RGB and YPbPr Input Selection]				RGB
		Picture1	Picture2	Setup	Option	Info.
"Adjusting the Clock Frequency of the Input Signal" → Page E-35	—	Brightness	0			
"Adjusting the Phase of the Input Signal" → Page E-35	—	Contrast	0			
		Clock frequency	0			
		Phase	0			
		Color Temp.		Low	Normal	High Custom

		[DVI Input Selection]				DVI
		Picture1	Picture2	Setup	Option	Info.
		Brightness	0			
		Contrast	0			
		Color Temp.		Low	Normal	High Custom

## Picture 2

		[VIDEO, S-VIDEO, and YCbCr Input Selection]				VIDEO
		Picture1	Picture2	Setup	Option	Info.
"Adjusting the Sharpness of the Video Image" → Page E-36	—	Video Filter	2			
"Adjusting the Sharpness When Expanding/Compressing" → Page E-36	—	Zoom Filter	3			
"ProScan Mode Settings" → Page E-36	—	ProScan Mode			Video	Auto
"Gamma Settings" → Page E-37	—	Gamma			Video Film	Graphics Custom
"Video Signal Color System Settings" → Page E-38	—	Color System	Auto			

		[YPbPr Input Selection]				YPbPr
		Picture1	Picture2	Setup	Option	Info.
		Zoom Filter	3			
		- Pan -				
"Format Settings" → Page E-38	—	Gamma			Video Film	Graphics Custom
"Color Space Settings" → Page E-38	—	Format			Auto	
		Color Space			ITU-R.BT601	

**Menu List**

- "Movement of Screen Display Position" → Page E-37
- "Setting of White Emphasis" → Page E-38

[RGB and DVI Input Selection]					RGB
Picture1	Picture2	Setup	Option	Info.	
Zoom Filter	3				
- Pan -					
Gamma		Video Film	Graphics	Custom	
White Peak		Off	On		

**Setup**

- "Adjustment of Keystone Distortion" → Page E-39
- "Screen Projection System Settings" → Page E-39
- "Background Color Settings" → Page E-40
- "Auto Standby Settings" → Page E-40
- "LED Display Settings" → Page E-40

[Common Inputs]					VIDEO
Picture1	Picture2	Setup	Option	Info.	
Keystone Mode			Normal	Full	
Keystone	+0				
- Installation -					
Background		Blue	Black		
Auto Power Off		Off	On		
LED		Off	On		

**Option**

- "On-Screen Display Language Settings" → Page E-41
- "Moving the Menu Display Position" → Page E-41
- "On-Screen Display Duration Adjustment" → Page E-41

[Common Inputs]					VIDEO
Picture1	Picture2	Setup	Option	Info.	
Language		En De Fr It Es	한 中 日		
- Menu Position -					
Duration	10 sec.				

**Info.**

- "Saving and Loading of Video Adjustments" → Page E-42
- "Returning to Standard Settings" → Page E-43
- "Resetting the Lamp Timer" → Page E-43
- "Viewing the Lamp Timer/Resolution and Frequency" → Page E-43

[VIDEO, S-VIDEO and YCbCr Input Selection]					VIDEO
Picture1	Picture2	Setup	Option	Info.	
User Memory			Save	Load	
- Default -					
- Lamp Timer Reset -					

----- Status: 100 .500  
 (Total 1 hrs)

[RGB and DVI Input Selection]					DVI
Picture1	Picture2	Setup	Option	Info.	
- Default -					
- Lamp Timer Reset -					

----- Status: 100 .500  
 Resolution: 800 X 600  
 Frequency: H: 37.8KHz V: 60Hz  
 Lamp Timer: 1 hrs (Total 1 hrs)

# Video Adjustments [Picture 1]

These are picture-related adjustments.

For information about performing menu operations, see → Page E-28 "Using the On-Screen Menus."

**[YCbCr Input Selection]** YCbCr

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Color	0	[Progressive Bar]		
Sharpness	2	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

**[RGB and YPbPr Input Selection]** RGB

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Clock frequency	0	[Progressive Bar]		
Phase	0	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

**[VIDEO and S-VIDEO Input Selection]** VIDEO

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Color	0	[Progressive Bar]		
Tint	0	[Progressive Bar]		
Sharpness	2	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

**[DVI Input Selection]** DVI

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

## Preparation

- \* Project the image.
- \* Press the MENU button to display the menu, then select [Picture 1].

## Brightness

Various inputs allowed

### Adjusting the Brightness

The brightness of the image will differ depending on whether the room is bright or dark. Make adjustments to suit your preference.

Press the cursor button (▲▼) and align the cursor with "Brightness", then adjust with the cursor (◀▶) button.

**VIDEO**

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Color	0	[Progressive Bar]		
Tint	0	[Progressive Bar]		
Sharpness	1	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

**Note:** The adjustment values of the image can be stored and called according to the various inputs.  
→ Page E-42 "Saving and Loading of Video Adjustments"

- Cursor (◀) Button:** Darker
- Cursor (▶) Button:** Brighter

## Contrast

Various inputs allowed

### Adjusting the Contrast

This is used in the adjustment of powerful images and natural images.

Press the cursor button (▲▼) and align the cursor with "Contrast", then adjust with the cursor (◀▶) button.

**VIDEO**

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Color	0	[Progressive Bar]		
Tint	0	[Progressive Bar]		
Sharpness	1	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

- Cursor (◀) Button:** Less dense picture
- Cursor (▶) Button:** Denser picture

## Color

VIDEO, S-VIDEO and YCbCr

### Adjusting the color

This is used in the adjustment of powerful colors and natural colors.

Press the cursor button (▲▼) and align the cursor with "Color", then adjust with the cursor (◀▶) button.

**VIDEO**

Picture1	Picture2	Setup	Option	Info.
Brightness	0	[Progressive Bar]		
Contrast	0	[Progressive Bar]		
Color	0	[Progressive Bar]		
Tint	0	[Progressive Bar]		
Sharpness	1	[Progressive Bar]		
Color Temp.		Low	Normal	High Custom

- Cursor (◀) Button:** Lighter color
- Cursor (▶) Button:** Deeper color

## Video Adjustments [Picture 1]

### Tint

VIDEO and S-VIDEO

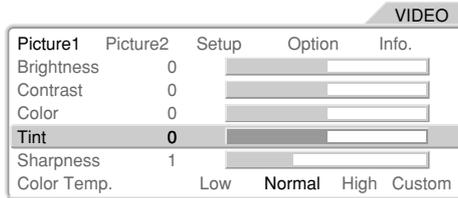
#### Adjusting the tint

This is used in the adjustment of skin tones, etc.

Press the cursor button (▲▼) and align the cursor with "Tint", then adjust with the cursor (◀▶) button.

**Cursor (◀) Button:** Heightened red

**Cursor (▶) Button:** Heightened green



**Note:** Adjustment is not possible with PAL, SECAM video input.

### Sharpness

VIDEO, S-VIDEO and YCbCr

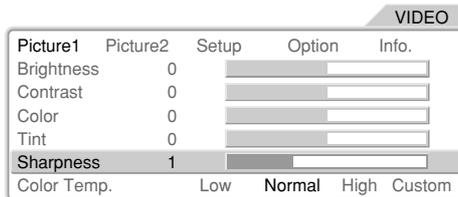
#### Adjusting the Sharpness

This is used in the adjustment of picture sharpness.

Press the cursor button (▲▼) and align the cursor with "Sharpness", then adjust with the cursor (◀▶) button.

**Cursor (◀) Button:** Softer picture

**Cursor (▶) Button:** More distinct picture



### Color Temperature

Various inputs allowed

#### Adjusting the White Balance

This is the input picture white color selection or white and black level correction, and serves to adjust the color reproducibility.

Press the cursor button (▲▼) and align the cursor with the desired item, then adjust with the cursor (◀▶) button.

**Low:** Warm white (White with heightened yellow)

**Normal:** The white of sunlight

**High:** Cool white (White with heightened blue)

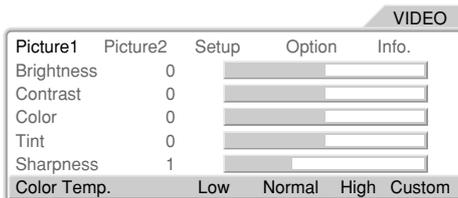
#### Custom adjustments

Press the (◀▶) cursor button and align the cursor with [Custom], then press the SET button.

The custom adjustment screen will appear. Press the (▲▼) cursor button to select the color, then adjust with the cursor (◀▶) button.

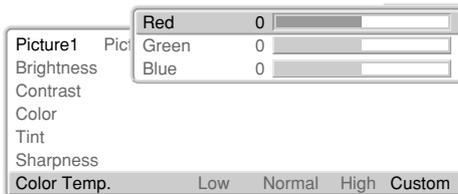
Adjust each of the red, green, and blue brightness levels.

After the adjustment, press the SET button to finalize.



**Note:** Color temperature (or white balance) refers to the white color that becomes the reference of color representation. White color is expressed by the mixture of red, green, and blue light. The color temperature adjustment serves to adjust the proportions of this mixture. The color representation on the screen will change depending on the environment including room illumination.

#### [Custom Adjustment Screen]



**Clock frequency**

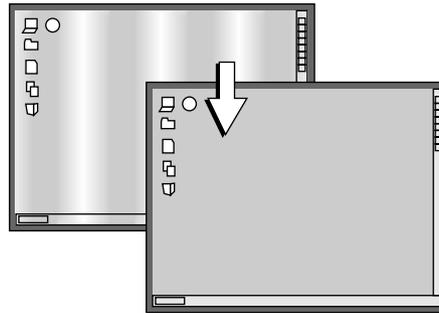
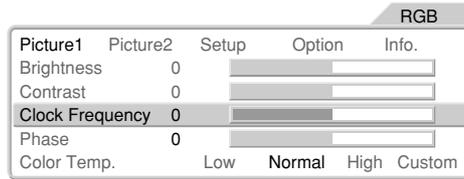
RGB and YPbPr

**Adjusting the Clock Frequency of the Input Signal**

This is adjusted when light and dark vertical bands appear on the projection screen of the RGB and YPbPr input signal.

This is usually adjusted automatically at the time of signal selection; however, this adjustment is made when the automatic adjustment cannot effectively make the adjustment.

Press the cursor (▲▼) buttons and align the cursor with [Clock frequency], then use the cursor buttons (◀▶) to remove the vertical bands and render the screen brightness uniform.



**Note:**

- \* A light and dark striped pattern will appear when there is lack of correspondence between the input signal and the pixel position of the projector. This is adjusted by the adjustment of the clock frequency.
- \* When the image extends beyond the screen or is smaller than the screen, check whether the [Aspect] setting is set to "Full." → Pages E-23 and E-27 "Selection of Aspect Ratio (i.e., Ratio of Screen Width to Screen Height)"

**Phase**

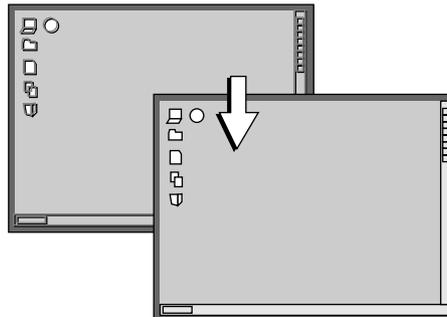
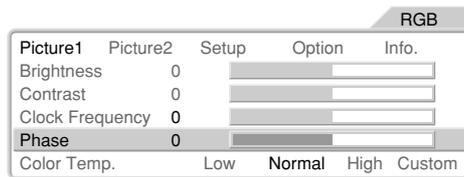
RGB and YPbPr

**Adjusting the Phase of the Input Signal**

This is adjusted when a color shift or flickering appears on the projection screen of the RGB or YPbPr input signal.

This is usually adjusted automatically at the time of signal selection; however, this adjustment is made when the automatic adjustment cannot effectively make the adjustment.

Press the cursor (▲▼) buttons and align the cursor with [Phase], then use the cursor buttons (◀▶) to make the color shift or flickering inconspicuous.



# Input Video Adjustments [Picture 2]

These functions adjust the input video signal.

See → Page E-28 "Using the On-Screen Menu" for information about performing menu operations.

## [VIDEO, S-VIDEO, and YCbCr Input Selection]

Picture1	Picture2	Setup	Option	Info.
Video Filter	2	[Progressive]		
Zoom Filter	3	[Progressive]		
ProScan Mode		Video	Auto	
Gamma		Video Film	Graphics	Custom
Color System	Auto			

## [YPbPr Input Selection]

Picture1	Picture2	Setup	Option	Info.
Zoom Filter	3	[Progressive]		
- Pan -				
Gamma		Video Film	Graphics	Custom
Format		Auto		
Color Space	ITU-R.BT601			

## [RGB and DVI Input Selection]

Picture1	Picture2	Setup	Option	Info.
Zoom Filter	3	[Progressive]		
- Pan -				
Gamma		Video Film	Graphics	Custom
White Peak		Off		On

### Preparation

- \* Project an image.
- \* Press the MENU button to display the menu, then select [Picture 2].

## Video Filter

VIDEO, S-VIDEO and YCbCr

### Adjusting the Sharpness of the Video Image

This adjustment is used to reduce the roughness and provide a clear picture.

Press the cursor button (▲▼) and align the cursor with the desired item, then adjust with the cursor (◀▶) button.

Adjust to your preference while viewing the picture. Adjustment can be made from 0 (OFF) to level 4.

Picture1	Picture2	Setup	Option	Info.
Video Filter	2	[Progressive]		
Zoom Filter	2	[Progressive]		
ProScan Mode		Video	Auto	
Gamma		Video Film	Graphics	Custom
Color System	Auto			

**Note:** The higher the level, the more proper it is for high resolution.

## Zoom Filter

Various inputs allowed

### Adjusting the Sharpness When Expanding/Compressing

This adjusts the sharpness of the picture at the time of pixel conversion in the selection of the aspect ratio.

Press the cursor button (▲▼) and align the cursor with the desired item, then adjust with the cursor (◀▶) button.

Adjust to your preference while viewing the picture. Adjustment can be made from 0 (OFF) to level 4.

Picture1	Picture2	Setup	Option	Info.
Video Filter	2	[Progressive]		
Zoom Filter	2	[Progressive]		
ProScan Mode		Video	Auto	
Gamma		Video Film	Graphics	Custom
Color System	Auto			

**Note:** The greater the number of adjustment level becomes, the sharper an image is. The closer to 0 the number of adjustment level becomes, the softer an image is.

## ProScan Mode

VIDEO, S-VIDEO and YCbCr

### ProScan Mode Settings

Set this according to the movie material.

Press the cursor button (▲▼) and align the cursor with the [ProScan Mode], then select with the (◀▶) button.

**Video:** This setting progressive an input signal on the assumption that it is a normal interlaced signal.

**Auto:** This setting automatically determines whether an input signal is the movie material(24 frames) or the video material (normal interlaced signal) to use progressive scanning.

Picture1	Picture2	Setup	Option	Info.
Video Filter	2	[Progressive]		
Zoom Filter	2	[Progressive]		
ProScan Mode		Video	Auto	
Gamma		Video Film	Graphics	Custom
Color System	Auto			

**Pan**

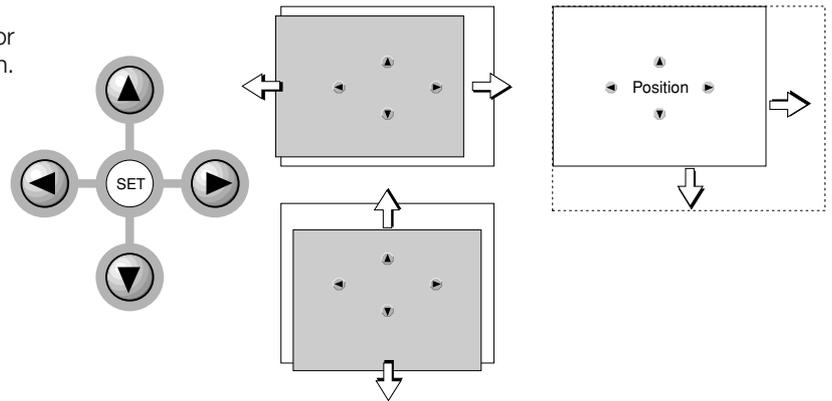
YPbPr, RGB and DVI

**Movement of Screen Display Position**

This is used to move the screen position at the time of RGB, DVI and YPbPr input selection.

Press the cursor button (▲▼) and align the cursor with [Pan], then press the SET button. The menu display will close and the cursor display will appear.

Adjust the screen position horizontally with the cursor (◀▶) button and vertically with the cursor (▲▼) button.



**Note:**  
**Screen Movement During DVI and YPbPr Input Selection**  
 Movement of the display position is permitted only when DVI and YPbPr display a screen that is larger than S-VGA with THRU.

**Gamma**

Various inputs allowed

**Gamma Settings**

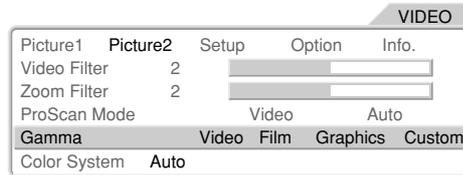
These are settings of the tone of the image.

Press the cursor (▲▼) button and align the cursor with [Gamma], then select with the cursor (◀▶) button.

**Video:** This is a gamma adjustment value suited to video signals.

**Film:** This is a gamma adjustment value suited to movies.

**Graphics:** This is a gamma adjustment value suited to graphics such as computer images.



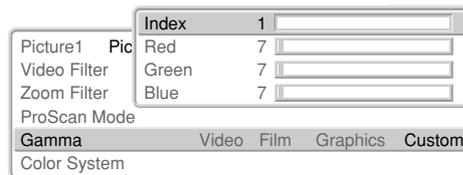
**Custom adjustments**

This adjustment permits the creation of a desired gamma curve.

This is performed while viewing the target image. Select [Custom] with the cursor (◀▶) button, then press the SET button.

The custom adjustment screen will be displayed.

1. Press the cursor (▲) button and align the cursor with the index.
2. Select the adjustment point with the cursor (◀▶) button.
3. Select the color that is to be adjusted with the cursor (▲▼) button, then adjust with the cursor (◀▶) button.  
 When required, adjust other adjustment points in the same manner.
4. Press the SET button to finalize.  
 The custom adjustment screen will close.



**Note:** See → Page E-43 "Returning to Standard Settings" for information about returning to the standard setting values. Note that other adjustments and settings will also be reset.

**Note:** Index (1 to 31) indicates adjustment point of a 32nd part of input values between 0 and 255.

**Input Video Adjustments [Picture 2]**

**Color System**

VIDEO, S-VIDEO and YCbCr

**Video Signal Color System Settings**

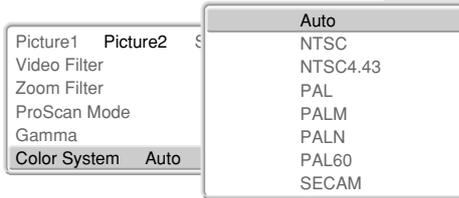
These settings are of the color system of the composite video signal.

This function is normally set to Auto. If the color system cannot be identified on Auto, set it manually.

Press the (▲▼) cursor button and align the cursor with [Color System], then press the SET button.

The color system selection display will appear.

Press the cursor (▲▼) button to match the composite video signal system of the input equipment, then press the SET button to finalize.



**Note:**

\* The video signal created by adding the color signal to the brightness signal is termed the composite video signal and differs depending on the country.

The color system sets the method of this color signal.

\* PAL-M cannot be identified automatically and will need to be set manually.

Note that when PAL-M and other color systems are set manually, the "No Signal" display will not appear during absence of signal input.

The background color under such circumstances will be entirely black.

**Format**

YPbPr

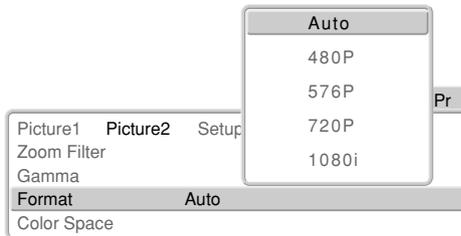
**Format Settings**

Usually, [Auto] is specified.

Press the cursor (▲▼) buttons and align the cursor with [Format], then press the SET button.

The format selection display will appear.

Press the cursor (▲▼) button to match the format of the input signal, then press the SET button to finalize.



**Note:** This is the format setting for the digital broadcast specifications of Japan.

**Color Space**

YPbPr

**Color Space Settings**

This is set when projecting a YPbPr signal that appears as a reddish or greenish image.

Press the cursor (▲▼) buttons and align the cursor with [Color space], then press the SET button.

The color space selection display will appear.

Press the cursor (▲▼) button to match the color space of the normal image, then press the SET button to finalize.



**Note:** When the YPbPr signal undergoes conversion to the red, green, and blue colors that express the projector image, the correct colors cannot be expressed unless a system is used that will conform to the color difference conversion system of the input signal. Color space is the function that selects this.

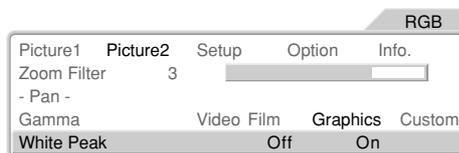
**White Peak**

RGB and DVI

**Setting of White Emphasis**

This is used to emphasize and display the whites of text or diagrams on personal computers.

Press the cursor (▲▼) buttons and align the cursor with [White peak], then press the cursor (◀ ▶) buttons and set.



- Off:** Switches off the white peak function
- On:** Emphasizes the highlights

# Setup

These settings are used when setting up the projector.  
See → Page E-28 "Using the On-Screen Menu" for information about performing menu operations.

## Preparation

- \* Project an image.
- \* Press the MENU button to display the menu, then select [Setup].

VIDEO				
Picture1	Picture2	Setup	Option	Info.
Keystone Mode		Normal		Full
Keystone	+0			
- Installation -				
Background		Blue		Black
Auto Power Off		Off		On
LED		Off		On

## Keystone Mode / Keystone

Various inputs allowed

### Adjustment of Keystone Distortion

This adjusts keystone distortion in the vertical direction.

Adjust so that left and right sides are parallel.

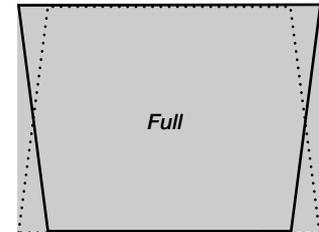
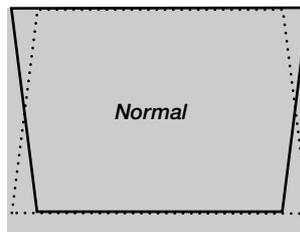
Press the cursor (▲▼) button and align the cursor with [Keystone Mode], then press the cursor (◀▶) button and select the mode.

VIDEO				
Picture1	Picture2	Setup	Option	Info.
Keystone Mode		Normal		Full
Keystone	+0			
- Installation -				
Background		Blue		Black
Auto Power Off		Off		On
LED		Off		On

**Note:** Keystone distortion arises when the projector is not installed level, or when the screen is inclined which results in a difference in the distance of upper and lower projection points. Keystone correction compensates for this. This projector has two correction modes.

**Normal:** Corrects while maintaining the aspect ratio.

**Full:** Corrects by enlarging the width at the top to a full sized screen.



### Adjustment of Keystone Distortion

Press the cursor (▼) button and align the cursor with [Keystone], then press the cursor (◀▶) button to correct the keystone distribution.

VIDEO				
Picture1	Picture2	Setup	Option	Info.
Keystone Mode		Normal		Full
Keystone	+0			
- Installation -				
Background		Blue		Black
Auto Power Off		Off		On
LED		Off		On

## Installation

Various inputs allowed

### Screen Projection System Settings

These settings are for setting projection from the front of the screen and from the rear of the screen.

Press the cursor (▲▼) button and align the cursor with [Installation], then press the SET button.

The setup screen will be displayed.

Press the cursor (▲▼) button and select the setting condition, then press the SET button to finalize.

VIDEO				
Picture1	Picture2	Setup	Option	Info.
Keystone Mode		Normal		Full
Keystone	+0			
- Installation -				
Background		Blue		Black
Auto Power Off		Off		On
LED		Off		On

**Note:** When projecting from the rear of the screen, a translucent type screen is required.

#### Floor - Front

Projection is from the front of the screen.

#### Floor - Rear

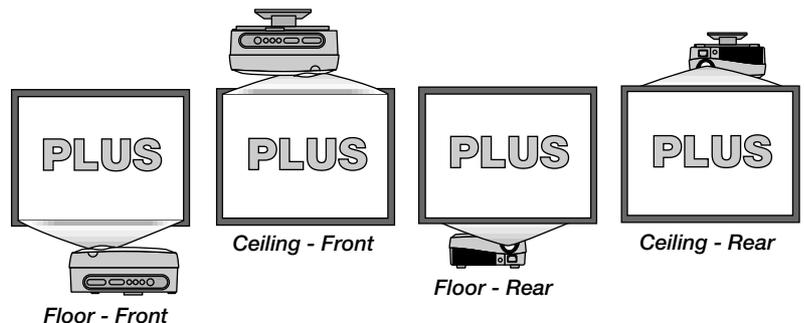
Projection is from the rear of the screen.

#### Ceiling - Front

Ceiling installation with projection from the front.

#### Ceiling - Rear

Ceiling installation with projection from the rear.



Consult your dealer or installer for special installation such as ceiling mounting.

## Setup

### Background

Various inputs allowed

#### Background Color Settings

This sets the background color when a signal is not being input to the connector of the projector.

Press the cursor (▲▼) button and align the cursor with [Background], then make the selection with the cursor (◀▶) button.

**Blue:** Displays a blue screen.

**Black:** Displays a black screen.

Picture1	Picture2	Setup	Option	Info.
Keystone Mode			Normal	Full
Keystone	+0			
- Installation -				
Background			Blue	Black
Auto Power Off			Off	On
LED			Off	On

**Note:** When the menu display is closed after making the setting, the color will change to the background color that has been set.

### Auto Power Off

Various inputs allowed

#### Auto Standby Settings

This setting automatically sets the power to the standby mode when a no-signal condition has existed at the connector of the projector for 5 minutes or longer.

Press the cursor (▲▼) button and align the cursor with [Auto Power Off], then make the selection with the cursor (◀▶) button.

**Off:** Not operational

**On:** Operational

Picture1	Picture2	Setup	Option	Info.
Keystone Mode			Normal	Full
Keystone	+0			
- Installation -				
Background			Blue	Black
Auto Power Off			Off	On
LED			Off	On

**Note:**

\* The projector will automatically switch to the standby mode when the "No Signal" display has been projected for about 5 minutes.

Some video equipment such as video tape decks are designed to display a blue background when playback has finished. In this instance, the projector is receiving a signal and so it does not produce its own background.

\* To project an image again, press the ON/STANDBY button and switch on the power.

### LED

Various inputs allowed

#### LED Display Settings

This setting is used when the light of the POWER/STANDBY indicator (LED) of the main unit is objectionable during projection in a dark room.

Press the cursor (▲▼) button and align the cursor with [LED], then make the selection with the cursor (◀▶) button.

**Off:** Switches off the LED.

**On:** Lights the LED.

Picture1	Picture2	Setup	Option	Info.
Keystone Mode			Normal	Full
Keystone	+0			
- Installation -				
Background			Blue	Black
Auto Power Off			Off	On
LED			Off	On

#### **Attention!**

When this function is used to switch off the LED and the background color is set to black, the projector may mistakenly be assumed to be in the standby mode. Do not mistakenly switch off the main power or disconnect the power cord. Doing so may shorten the life of the lamp and cause breakdown.

# On-Screen Display Settings [Option]

These settings are for the menu and language that will be displayed on the screen. See → Page E-28 "Using the On-Screen Menu" for information about performing menu operations.



## Preparation

Press the MENU button to display the menu, then select [Option].

## Language

Various inputs allowed

### On-Screen Display Language Settings

This is the setting of the language that is displayed on screen when the input is switched, a menu is displayed, etc.



**Note:** Even when a different language has been selected, "No Signal" will appear in English.

Press the cursor (▲▼) button and align the cursor with [Language], then press the cursor (◀▶) button and select the language.

**En:** English, **De:** German, **Fr:** French, **It:** Italian,  
**Es:** Spanish, **한:** Korean, **中:** Chinese, **日:** Japanese

## Menu Position

Various inputs allowed

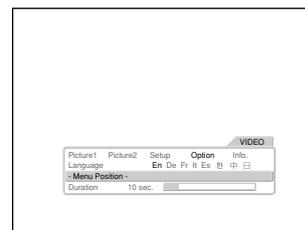
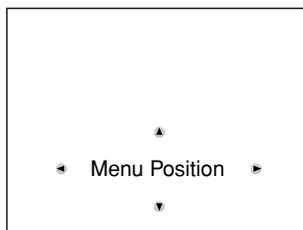
### Moving the Menu Display Position

This function changes the display position of the on-screen menu.



Press the cursor (▲▼) button and align the cursor with [Menu Position], then press the SET button and the display will change to the menu position display.

Use the cursor (◀▶▲▼) buttons to move the [Menu Position] display.



## Duration

Various inputs allowed

### On-Screen Display Duration Setting

This is the setting of the time that is displayed on screen when the input is switched, a menu is displayed, etc.



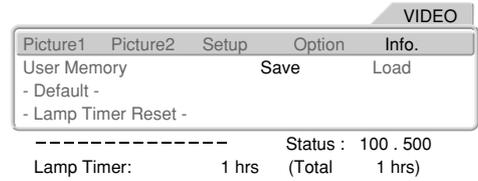
Press the cursor (▲▼) button and align the cursor with [Duration], then press the cursor (◀▶) button and select the desired time.

Settings can be made from 5 seconds to 30 seconds in 5-second units.

# Resetting, Storing, and Information [Info.]

This function performs resetting and the display of information for the method of using the user memory, the default values of adjustments and settings, and the lamp timer.

See → Page E-28 "Using the On-Screen Menu" for information about performing menu operations.



## Preparation

Press the MENU button to display the menu, then select [Info.].

## User Memory

Various inputs allowed

### Saving and Loading of Video Adjustments

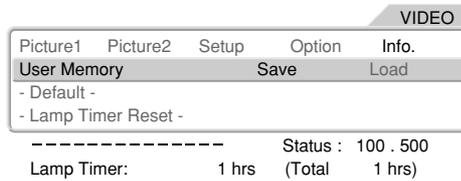
This function saves video adjustment and setting values, and can load them when required. Saving can be performed independently for the inputs of VIDEO, S-VIDEO, YCbCr, YPbPr, RGB and DVI.

**Items that can be saved:** Menu items of [Picture 1] and [Picture 2]

### Saving

1. Project the saved image and adjust the menu items of [Picture 1] and [Picture 2]. The menu can be closed without causing problems. When closing, select [Info.] of the menu.
2. Press the cursor (▲▼) button and align the cursor with [User Memory], then press the cursor (◀▶) button and select [Save], finally press the SET button.
3. The message display will change to "Save User Memory." Press the SET button.  
(Press the SET button while the message is displayed.)

This will save the video adjustment and setting values of the current input mode.



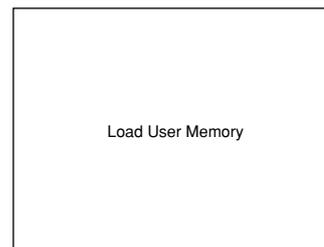
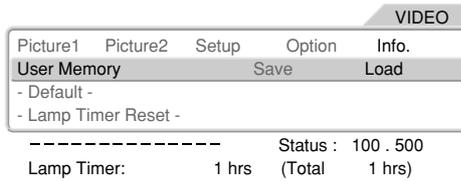
### Note:

- \* The [Save] operation overwrites the previous adjustment values.
- \* Saving can be performed independently for each input. In the load operation, the adjustment and setting values that have been saved for that input mode are loaded.

### Loading

1. Project the image that you want to save.
2. Press the cursor (▲▼) button and align the cursor with [User Memory], then press the cursor (◀▶) button and select [Load], finally press the SET button.
3. The message display will change to "Load User Memory." Press the SET button.  
(Press the SET button while the message is displayed.)

This will change the image to that of the loaded adjustment and setting values.



**Default**

Various inputs allowed

**Returning to Standard Settings**

This function is used to return the adjustments and settings of the current signal to the standard settings. Select the signal you wish to return to the default settings first before doing so.

Press the cursor (▲▼) button and align the cursor with [Default], then press the SET button.

The message display will change to: Press "Set" to Reset Menu.

Press the SET button while the message is displayed.

This results in a return to the standard settings.

**Items returned to default settings**

[Option]: Language

[Info.]: Lamp timer, User Memory

VIDEO				
Picture1	Picture2	Setup	Option	Info.
User Memory			Save	Load
- Default -				
- Lamp Timer Reset -				
-----				Status : 100 . 500
Lamp Timer:	1 hrs	(Total	1 hrs)	



**Note:** Items that cannot be specified for each input will be returned to the initial settings.

**Note:** When the video adjustments have not been returned to the defaults, use the user memory. See → Page E-42 "Saving and Loading of Video Adjustments."

**Lamp Timer Reset**

Various inputs allowed

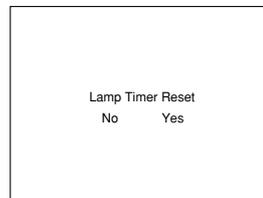
**Resetting the Lamp Timer**

This reset is used when replacing the lamp cartridge. Be certain to reset this, since it is used in the display of the lamp timer.

1. Press the cursor (▲▼) button and align the cursor with [Lamp Timer Reset], then press the SET button. The message display will change to "Lamp Timer Reset."
2. While the message is being displayed, select "No" or "Yes" with the cursor (◀▶) button, then press the SET button. The message will change to [Press "SET" to Lamp Timer Reset].
3. While the message is being displayed, press the SET button.

This will reset the lamp timer and set the time to 0.

VIDEO				
Picture1	Picture2	Setup	Option	Info.
User Memory			Save	Load
- Default -				
- Lamp Timer Reset -				
-----				Status : 100 . 500
Lamp Timer:	1 hrs	(Total	1 hrs)	



**Note:** The projector will no longer start when the lamp timer exceeds 1,100 hours. As a result, it will not be possible to reset the lamp timer through timer operations.

Should this situation arise, set to the standby condition and press the SOURCE button and the ASPECT button of the main unit at the same time for at least 5 seconds. When reset, the STATUS indicator will go off.

**Info.**

**Viewing the Lamp Timer/Resolution and Frequency**

This function is used to check the lamp timer (for a check of the lamp cartridge replacement time) and the resolution and frequency at the time of RGB or DVI input.

[VIDEO, S-VIDEO and YCbCr Input Selection]

VIDEO				
Picture1	Picture2	Setup	Option	Info.
User Memory			Save	Load
- Default -				
- Lamp Timer Reset -				
-----				Status : 100 . 500
Lamp Timer:	1 hrs	(Total	1 hrs)	

[DVI Input Selection]

DVI				
Picture1	Picture2	Setup	Option	Info.
- Default -				
- Lamp Timer Reset -				
-----				Status : 100 . 500
Resolution:	800 X 600			
Frequency:	H: 37.8KHz	V: 60Hz		
Lamp Timer:	1 hrs	(Total	1 hrs)	

**Note:** Replacing the lamp cartridge and resetting the lamp timer will not reset the total number of operating hours. The total number of operating hours indicates the usage time of the projector from date of dispatch to the present.

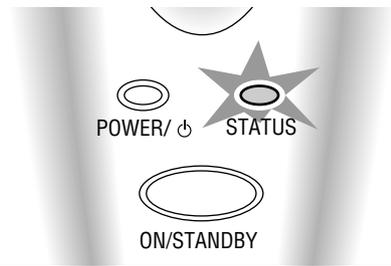
# Troubleshooting

Check the following matters before requesting servicing.

Problem	Check	Reference Page
<b>No power (POWER/ <math>\phi</math> indicator does not light)</b>	<ul style="list-style-type: none"> <li>* Has the power plug become disconnected from the outlet?</li> <li>* Is the lamp cover properly attached?</li> <li>* Has the internal temperature become high? When the internal temperature becomes very high, to protect the unit the power will not switch on.</li> <li>* Has the lamp timer exceeded 1,100 hours? The power will no longer switch on once the timer has exceeded 1,100 hours.</li> </ul>	<p><b>E-16</b> <b>E-46</b> <b>E-45</b></p> <p><b>E-43, 46</b></p>
<b>No video</b>	<ul style="list-style-type: none"> <li>* Has the connected input been selected?</li> <li>* Is the cable of the input connector properly connected?</li> <li>* Are the Picture 1 brightness and contrast adjustments (incorrectly) set to a minimum?</li> <li>* Has the lamp burned out?</li> <li>* If the projector is connected to a personal computer, is a signal being output from the personal computer?</li> <li>* Has a signal been input that does not correspond to the supported frequencies of the projector?</li> <li>* Is the STATUS indicator flashing?</li> </ul>	<p><b>E-23, 26</b> <b>E-17 – 19</b> <b>E-33</b></p> <p><b>E-45, 46</b> <b>E-20</b></p> <p><b>E-49</b></p> <p><b>E-45</b></p>
<b>Distorted video</b>	<ul style="list-style-type: none"> <li>* Is the projector installed properly?</li> <li>* Is the keystone adjustment properly adjusted?</li> </ul>	<p><b>E-22</b> <b>E-39</b></p>
<b>Blurred video</b>	<ul style="list-style-type: none"> <li>* Is the lens properly focussed?</li> <li>* Are the projection screen and the projector installed at the proper angle?</li> <li>* Has the projection distance exceeded the focussing range?</li> <li>* Is there condensation on the lens and other parts? When the projector has been stored in a cold location and the power is switched on in a warm location, there may be condensation on the lens and other internal optical parts. Should this occur, wait several minutes until the condensation disappears.</li> </ul>	<p><b>E-22</b> <b>E-22</b> <b>E-13</b> –</p>
<b>Image position is shifted and doesn't display properly</b>	<ul style="list-style-type: none"> <li>* Is the input signal being supported for resolution and frequency? Check the resolution of your personal computer.</li> <li>* At the time of RGB input, is the clock frequency correct or shifted a little?</li> <li>* At the time of YPbPr input, does the format setting match the input signal or is it different?</li> </ul>	<p><b>E-43</b></p> <p><b>E-35</b> <b>E-38</b></p>
<b>Image is broken</b>	<ul style="list-style-type: none"> <li>* When the image is broken in the horizontal or vertical direction, or the image does not fill the entire screen, select a suitable aspect ratio.</li> </ul>	<b>E-23, 27</b>
<b>The color of the whole image is strange</b>	<ul style="list-style-type: none"> <li>* When a YPbPr signal is input, does the color space setting match the input signal or is it different?</li> <li>* At the time of VIDEO or S-VIDEO input, is the tint adjustment correct or is it shifted a little?</li> </ul>	<p><b>E-38</b></p> <p><b>E-34</b></p>
<b>Characters flicker or color is not correct with RGB or YPbPr input</b>	<ul style="list-style-type: none"> <li>* The phase of the input signal might be shifted.</li> </ul>	<b>E-35</b>
<b>Remote control does not function</b>	<ul style="list-style-type: none"> <li>* Is an obstacle located between the remote control and the remote control sensor of the main unit?</li> <li>* Is the remote control out of range for its signal to reach the sensor?</li> <li>* Is there strong light or a fluorescent lamp in the vicinity of the sensor?</li> <li>* Are the batteries weak? Try directing the remote control toward the remote control sensor from a close distance and operating it. If there is difficulty in changing settings, the batteries are weak. Replace the batteries with new ones.</li> </ul>	<p><b>E-11</b></p> <p><b>E-11</b> – <b>E-11</b></p>
<b>STATUS indicator lights or flashes</b>	<ul style="list-style-type: none"> <li>* There might be a fault with the projector.</li> </ul>	<b>E-45</b>
<b>POWER/ <math>\phi</math> indicator is off while projecting</b>	<ul style="list-style-type: none"> <li>* Has the LED been set to off?</li> </ul>	<b>E-40</b>

# When the STATUS Indicator Is Lit/Flashes

The faults described below are being indicated when the indicators of the projector control panel are lit or flashing.



Indicator Display	Projector Condition	Action to Be Taken
Off	Normal operation	* It is time to replace the lamp. Replace with a new lamp.
Lit	Time for lamp replacement	* Is the lamp cover attached properly? If not, attach it properly.
Flashing at 1-second intervals (0.5 s lit / 0.5 s off)	Cover is open	* The thermal protector has been activated. If the room temperature is high, move the projector to a cool location. If the internal temperature of the projector is high, check the cooling fan ventilation holes and clean them if they are obstructed.
Flashing once every 4 seconds (2 s lit / 2 s off)	Temperature error	* The thermal protector has been activated. If the room temperature is high, move the projector to a cool location. If the internal temperature of the projector is high, check the cooling fan ventilation holes and clean them if they are obstructed. * When the thermal protector is activated and the unit is set to the standby mode and soon thereafter the power is switched ON, the unit may not power up. Should this occur, wait for one minute and then switch it ON again.
	Lamp lighting voltage fault	* The lamp lighting voltage fault detection protector has been activated. Wait for at least one minute and switch on the power again. If the unit still does not operate, please contact your store of purchase.
Flashing once every 8 seconds (4 s lit / 4 s off)	Fan fault	* The cooling fan has stopped. Consult your PLUS dealer.
Flashing once every 12 seconds (6 s lit / 6 s off)	Lamp power error	* The lamp does not light. First turn off the main power, then wait at least one minute, then switch on the power again. If the unit still does not operate, consult your dealer.

## Thermal Protector

When the internal temperature of the projector becomes abnormally high, the STATUS indicator will flash (at an interval of once every 4 seconds).

At the same time, the temperature protector is activated and the projector power may be switched off.

Should this occur, proceed with the following actions.

1. Switch off the power and disconnect the power plug from the wall outlet.
2. Check the following matters and take the required measures.  
When the projector is being used in a location that has a high ambient temperature, install it in a cool location. Check the outflow and intake holes and clean them if they are obstructed.
3. Wait about 60 minutes until the temperature of the projector drops.  
If after having performed the above matters, the problem still has not been solved, consult your PLUS dealer.

# Replacing the Lamp Cartridge

- After the lamp has been operating for 1000 hours or longer, the STATUS indicator will light and the message "Replace The Lamp" will appear on the screen. Also, when 1,100 hours is exceeded, the warning "Warning! System Shutdown" will be displayed for 10 seconds.

Should this happen, it is time to replace the lamp cartridge. Please specify the following information when ordering a replacement lamp cartridge:

**NOTE:** The projector lamp has its usable life. The rated lamp life is about 1000 hours. However, it may become shorter depending on the conditions of usage.

(The rated lamp life is the average life of the lamps produced and tested, under the test conditions of our company, for a long term.)

- Replacement lamp model HE-3100L  
Part number: 27-050

## CAUTION

When replacing the lamp cartridge, switch off the power and check that the POWER/⏻ indicator has changed to steady orange. Switch off the power switch of the projector, disconnect the power plug from the outlet, and wait about 60 minutes (for the lamp cartridge to cool) before replacing.

Wait at least 60 minutes for the lamp cartridge to cool.

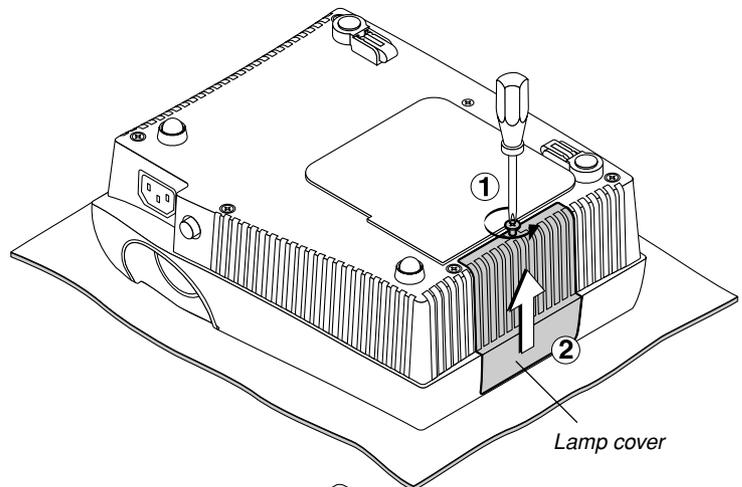
**DO NOT TOUCH THE LAMP CARTRIDGE** immediately after it has been used. It will be extremely hot.

- Do not remove any screws except for those mentioned in the instructions below.
- Do not touch the lamp. Doing so may shorten the lamp life.
- The lamp may explode if improperly mishandled.
- If lamp has reached the end of its usable life, the lamp bulb may shatter. When this happens, an explosive sound can be heard and pieces of glass may be scattered in the lamp cartridge. Do not touch them as the pieces of glass may cause injury. If this happens, contact your dealer or the store where the projector was purchased.

**Preparation:** Unplug the projector. Prepare the new lamp cartridge and a plus-headed screwdriver.  
Lay a soft cloth sheet underneath the projector with its upside down to prevent scratches.

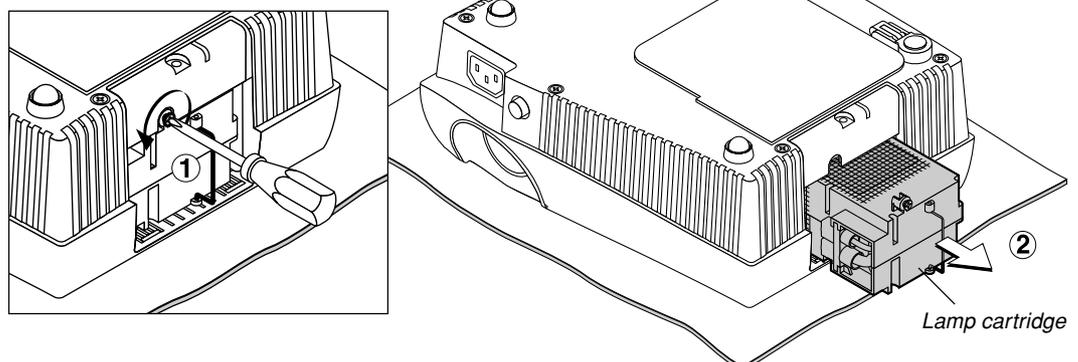
## 1 Remove the lamp cover.

- ① Loosen the lamp cover screw until it turns freely.
- ② Remove the lamp cover.



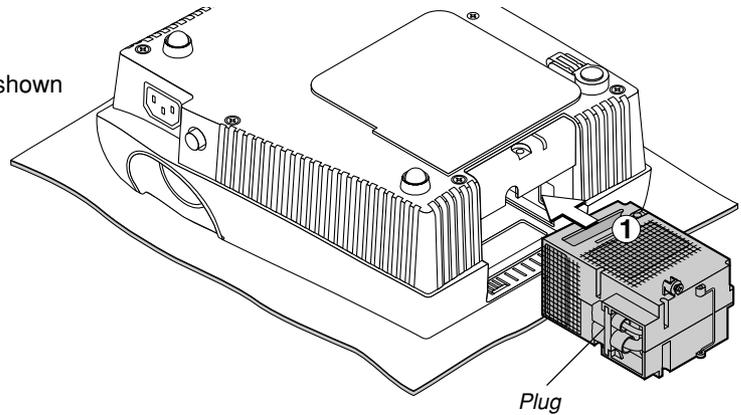
## 2 Remove the lamp cartridge.

- ① Loosen the lamp cartridge screw until it turns freely.
- ② Hold the handle of the lamp cartridge and then pull out the lamp cartridge.

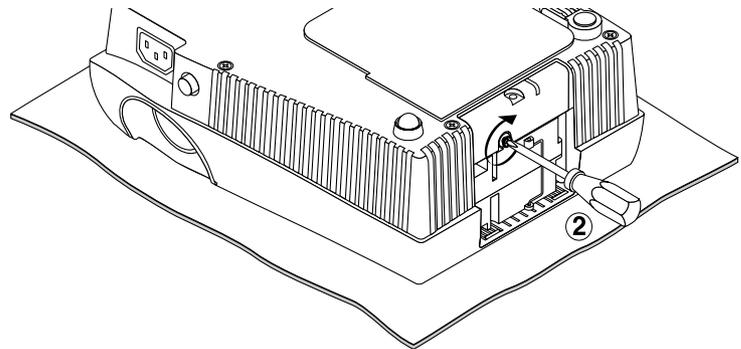


### 3 Install the new lamp cartridge.

- ① Install the new lamp cartridge in the direction as shown in the drawing.

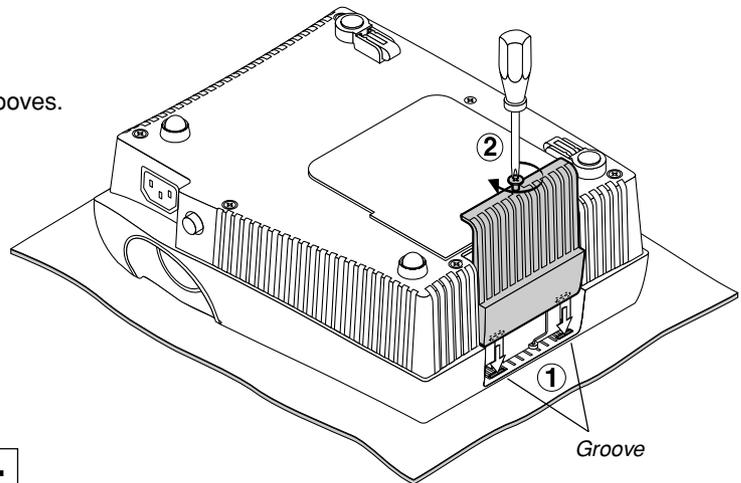


- ② Tighten the lamp cartridge screw.  
(Put down the handle of the lamp cartridge.)



### 4 Reinstall the lamp cover.

- ① Insert the lamp cover until the catches fit in the grooves.
- ② Tighten the lamp cover screw.



### 5 Reset the lamp usage hours to zero.

From the menu, select [Info.] → [Lamp Timer Reset] and then reset the lamp usage hours. See "Resetting the Lamp Timer" on page E-43.

**NOTE:** When the projector lamp has exceeded 1100 hours of operation, the projector will not turn on. This means you cannot reset the lamp usage on the menu. Should this happen, press SOURCE and ASPECT on the projector cabinet for at least of 5 seconds at the same time when the projector is in standby mode. When the lamp usage is reset, the STATUS indicator goes off.

**[This completes the lamp replacement.]**

# Cleaning

## **Attention!**

- \* Be certain to disconnect the power plug from the power outlet before cleaning.
- \* Do not spray or otherwise expose the projector, lens, or screen to volatile substances such as insecticides. Doing so could cause them to undergo qualitative changes or the coatings may peel, etc.

## **Cleaning a Soiled Projector Main Unit**

- \* Wipe with a lint-free, soft, dry cloth.  
When very dirty, wipe with a cloth that has been moistened with a diluted neutral detergent, then finish with a dry cloth. If a chemically-treated cloth is going to be used, please follow any written warnings.
- \* Do not wipe with thinner, benzene, or other solvents. Doing so could cause them to undergo qualitative changes or the coatings may peel, etc.
- \* When removing the dust of the outflow and intake holes, use the brush attachment on a vacuum cleaner to clean out the dust. Avoid using the vacuum directly without attaching the adapter as well as the use of a nozzle adapter.
- \* Do not scratch or otherwise hit the projector body with your nails or other hard object, since this will cause scratches.

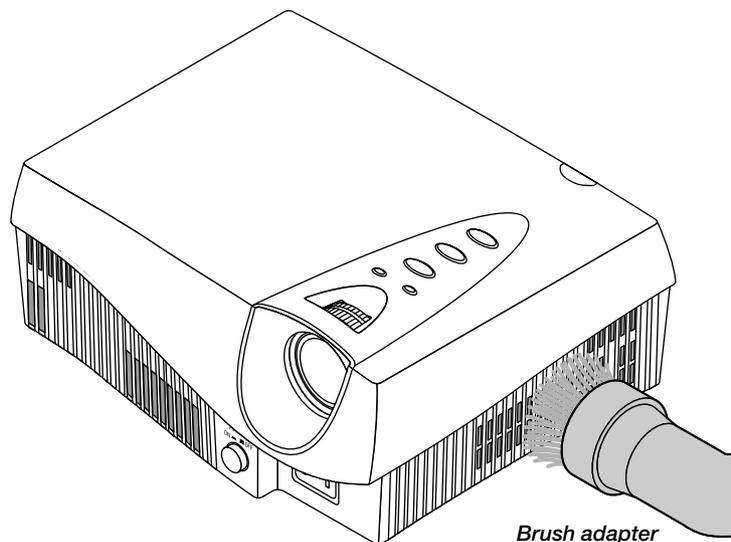
## **Dirty Lens**

The lens surface has been treated with a special coating. Consult your PLUS dealer for cleaning.

## **Dust of the Intake and Outflow Holes**

Dust that collects in the intake and outflow holes will obstruct the ventilation and cause the internal temperature to rise which could cause damage. Clean this area carefully. As a guideline, clean at least every 100 hours.

- \* Switch off the power with the ON/STANDBY button and check that the POWER/  $\phi$  indicator has changed to a steadily lit orange, then switch off the main power with the POWER switch of the main unit. Finally, disconnect the power cord.
- \* Clean out the holes from the outside using a vacuum cleaner. Use the brush adapter of the vacuum cleaner to do this. Avoid using the vacuum directly without attaching the adapter as well as the use of a nozzle adapter.



## **Cleaning the Inside of the Projector**

Cleaning of the inside of the projector is required about once a year. Failure to clean over a long period while dust has collected inside the projector could cause a fire or breakdown. Do not clean the inside of the projector by yourself. Be sure to consult your PLUS dealer.

# Table of Supported Frequencies

This projector automatically identifies the input signal from the personal computer and selects the optimum supported resolution from the table below. Note that a manual adjustment may be required depending on the input signal. Please see "Adjusting the Clock Frequency of the Input Signal" and "Adjusting the Phase of the Input Signal" on Page E-35.

Signal	Resolution	Frequency		Support	
		Horizontal(kHz)	Vertical(Hz)	Analog	Digital
VESA	640 x 350	31.5	70.1	○	—
	640 x 350	37.9	85.1	○	—
	720 x 350	31.5	70.0	○	—
	640 x 400	31.5	70.1	○	—
	640 x 400	37.9	85.1	○	—
	720 x 400	31.5	70.0	○	○
	720 x 400	37.9	85.0	○	—
	640 x 480	31.5	60.0	○	○
	640 x 480	37.9	72.8	○	—
	640 x 480	37.5	75.0	○	—
	640 x 480	43.3	85.0	○	—
	800 x 600	35.2	56.3	○	—
	800 x 600	37.9	60.3	○	○
	800 x 600	46.9	75.0	○	—
	800 x 600	48.1	72.2	○	—
	800 x 600	53.7	85.1	○	—
	1024 x 768	48.4	60.0	○	○
	1024 x 768	56.5	70.1	○	—
NEC(PC9800)	640 x 400	24.8	56.4	○	—
	640 x 400	31.5	70.1	○	—
	640 x 480	31.5	60.0	○	—
	640 x 480	37.5	75.0	○	—
	800 x 600	37.9	60.3	○	—
	800 x 600	46.9	75.0	○	—
	1120 x 750	50.0	60.1	○	—
	1024 x 768	56.5	70.1	○	—
1024 x 768	60.0	75.0	○	—	
Apple Macintosh® (MAC 16") (MAC 19") (MAC 21")	640 x 480	35.0	66.7	○	—
	832 x 624	49.7	74.5	○	—
	1024 x 768	60.2	74.9	○	—
	1152 x 870	68.7	75.1	○	—
SUN	1152 x 900	61.8	66.0	○	—
SGI	1024 x 768	49.7	60.4	○	—
	1152 x 900	71.7	76.1	○	—

\* Factory presets have been set to the standard signals for the display resolution/frequency, but depending on the personal computer adjustment may be required.

\* Proper display may not be possible for composite sync signals, sync-on-green sync signals, etc.

○ : Supported frequencies  
— : Unsupported frequencies

# Specifications

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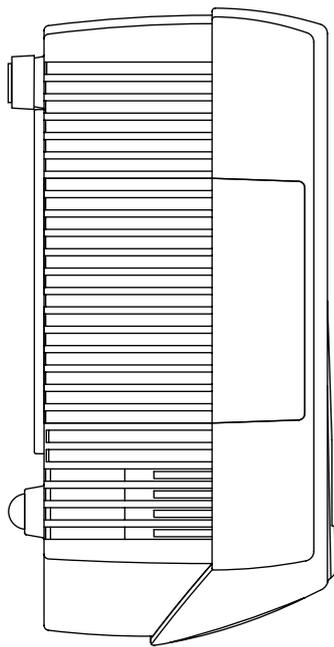
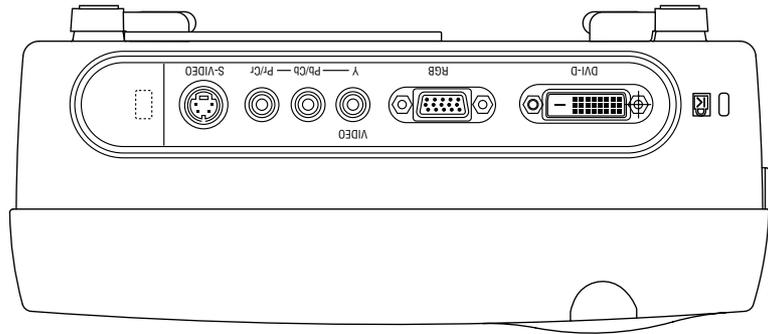
Model Name	HE-3200
Display Method	Single Chip Digital Micromirror Device (DMD™)
DMD Panel	0.7" 508,800 pixels (848 × 600)
Lens	Manual zoom, Manual focus F=3.0 – 3.3      f=21.5 – 25.8mm
Lamp	130W High Performance Compact Lamp
Image Size	Min. 32" (Throw distance 1.2m / 3.9 feet : Tele) Max. 200" (Throw distance 6.4m / 20.9 feet : Wide)
Color Reproduction	Full color, 16.7 million colors simultaneously
Light Output	450 ANSI lumens (normally white)
Contrast Ratio	700:1 (Full on/off)
Scanning Frequency	Horizontal : 15 – 85 kHz Vertical : 50 – 85 Hz
Functions	Zoom (Manual), Focus (Manual), Projection angle, Source select (S-Video/Video/YCbCr/YPbPr/RGB/DVI), Aspect, Standby On/Off, Projection orientation, Digital keystone correction, Brightness, Contrast, Color, Tint, Sharpness, Color temperature, Gamma correction, RGB signal automatic position and phase adjustment
Digital RGB Input	T.M.D.S-compliant (single link only)
Input Terminal	DVI-D 24 pin × 1
RGB Signal	VGA : 640 × 480 Throughput image / Magnified image S-VGA : 800 × 600 Throughput image XGA : 1024 × 768 Throughput image / Compressed image
Analog RGB Input	Separate signal system
Video signal	Analog : 0.7Vp-p / 75Ω
Sync signal	Separate : TTL Level (Positive / Negative)
Input Terminal	RGB Mini D-Sub (15 pin)
RGB Signal	VGA : 640 × 480 Throughput image / Magnified image S-VGA : 800 × 600 Throughput image XGA : 1024 × 768 Throughput image / Compressed image
Video Input	Composite, S-Video, Component (YCbCr)
Color System	NTSC 3.58, NTSC 4.43, PAL, PAL N, PAL M, PAL60, SECAM
Video signal	Composite : 1.0Vp-p/75Ω S-Video : Y (1.0Vp-p/75Ω), C (0.286Vp-p/75Ω) Component : Y-signal (1.0Vp-p / 75Ω), Cb, Cr signal : 0.7Vp-p (75Ω)
Input Terminal	Composite : RCA × 1 (Shared with component-Y) S-Video connector : Mini DIN 4 pin Component : RCA × 3
DVT Input	Component (YPbPr)
Video signal	Y signal : 1.0Vp-p / 75Ω, Pb, Pr signal : 0.7Vp-p / 75Ω
Input Terminal	RCA × 3 (Shared with YCbCr)
DVT Input	480p, 576p, 720p, 1080i
Horizontal Resolution	NTSC : 400 lines or more
Environment	Operating temperature : 5 – 35°C / 41 – 95°F, 30 – 85% humidity (no-condensing) Storage temperature : –10 – 60°C / 14 – 140°F, 10 – 85% humidity (no-condensing)
Power Requirement	100 – 240V AC, 50 / 60Hz
Input Current	2.0A
Power Consumption	200 W (STANDBY 18W)
Dimensions	235 (W) × 91 (H) × 198 (D) mm (not including protrusion) 9.3 (W) × 3.6 (H) × 7.8 (D) inch (not including protrusion)
Weight	Approximately 2.0kg / 4.4 lbs
Regulations	UL Approved (UL 6500, CSA-E60065) Meets FCC Class B requirements Meets EMC Directive (EN55022, EN55024) Meets Low Voltage Directive (EN60065)



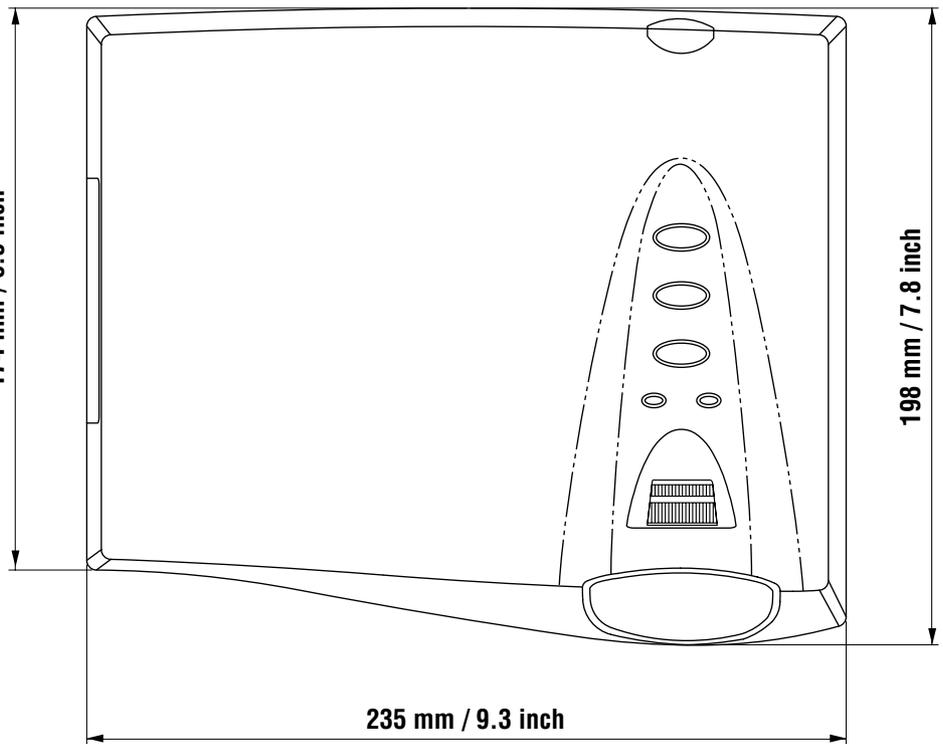
The specifications are subject to change without notice.

Digital Micromirror Device™ (DMD™) by Texas Instruments

# Main Unit External View

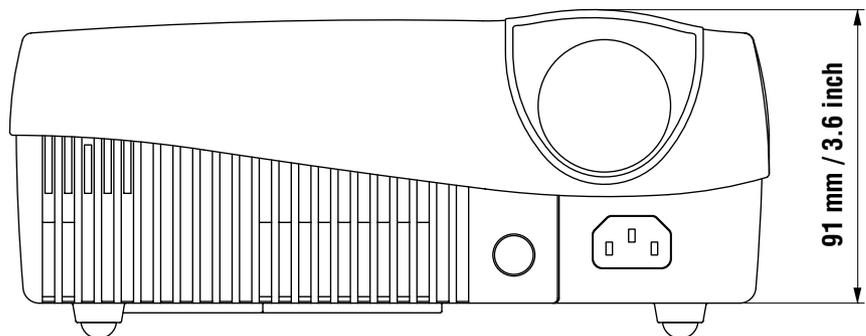


174 mm / 6.9 inch



235 mm / 9.3 inch

198 mm / 7.8 inch



91 mm / 3.6 inch